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soda pop, bazookas and weed wackers. In a pinch use one of your collectible power-ups like
secret potions and bobo clown decoys. Go it alone or as a Zombie squad of two. The game goes
on and on and on. Run for your life! It just won't die!



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Say What?

Overheard at Sega

For the Kid Who Has Everything



You may want to start working on Santa a little earlier this year, especially if you plan on asking for one of these mountain bikes from the American Bicycle Manufacturing Corp. Made from the rare element beryllium, this baby will set you (or Santa) back about \$26,000 (yes, twenty-six thousand dollars). Because beryllium has the highest stiffness-to-density ratio (which means it is both rigid and light), the frame weighs only two pounds, compared to four pounds for an aluminum frame of the same size. By the way, if you do get one of these bikes, it's a good idea to bring your butter or personal chauffeur along to keep an eye on it while you're in the mall.

Running Light

Lots of cars and not much light — hardly an ideal environment for jogging. A strip of reflecting tape probably wouldn't save you from an eighteen-wheeler, while strapping lights to your body would make you look like a Christmas tree. To brighten this dismal scene, LA Gear has come up with the Crossrunner Series, jogging shoes that light up on impact. Lights are inserted into the heel of the shoe, making you visible to usdile. You can turn the lights "on" or "off"

by flipping the history-and-light control up or down. Crossrunners retail for about \$80, and are worth every penny for those who like to run after dark.

What Was That?

It's a scooter. No, it's a skateboard. Wait, it's a toboggan. Call it what you like — the boards developer, South-Horizon Enterprises from Chattanooga, TN, calls it The Rad Board, a name that fits its strange appearance. The Rad Board is actually three short skateboards joined together, with a total of eight wheels and handlebars at each end. You can sit on the middle board and ride it like a toboggan, or stand on one of the end boards and ride it like a scooter. Its unique design will allow the kinds of combination moves that only veteran skateboarders could dream up. The Rad Board should be available in stores this holiday season.



Continued on Page 12

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Spidey Update

If you're a Spider-Man fan (and who isn't?), you'll appreciate this new scavenger hunt jointly sponsored by Sega and Marvel comics. The developers of Spider-Man CD scattered a total of 21 special scores in the game. These scores, which represent the covers of the first Spider-Man comics, are hidden in secret places throughout the 45 levels of the game. The object of the scavenger hunt is to collect all 21 scores and finish the Nightmare level before your time expires. If you do, a special screen will appear containing your score, time and a secret identification number. Record all three on the entry form. Your entry form will qualify you for a special drawing. You can find more information about this exciting contest in every Spider-Man CD package.



Sonic in the Spotlight

It's official! According to the most recent "Q" Study (which measures the popularity of characters, real as well as fictional), Sonic was found to be the most popular video game character among all respondents. Sonic's buddy Tails ranked number four, while a certain Italian plumber ranked number eleven. OK, so Sonic's the number one video game character, but how does he fare against real people, you know, the big guys like Arnold Schwarzenegger or Jason Priestley? Well, among six-to-eleven-year-old boys, Sonic ranked third after Arnold Schwarzenegger and Michael Jordan, ahead of the teenage mutant Ninja Turtles, Bart Simpson, and, of course, Mario.

Eternal Champions

If you thought Mortal Kombat was hot, wait till you get a load of *Eternal Champions*, the latest production from Sega Interactive. This 24-meg game features nine hot martial arts characters, each one with his (or her) own special moves. Our first look convinced us that this fighting game will emerge the ultimate champion, making all the others look puny. *Eternal Champions* will have the biggest sprites and the most fighting moves (35 to 45 fighting moves), and seven special moves per character) than any other fighting game. In addition, the increased number of animation frames (up to 14 frames per move), make for smooth action unlike anything you've ever seen. The flowing movements of Larsen Tyler's coat, for example, add a touch of realism that missing from other fighting games.

The storyline for this game is sheer comic book. The *Eternal Champion* has brought back some of the greatest fighters in history to fight in one last tournament, their one last chance to prove themselves the ultimate champion. Beat the other eight fighters, and you can go up against the *Eternal Champion* himself. And if you can overcome the *Eternal Champion*, you get to live out the rest of your life. But beware, the *Eternal Champion* has five different identities, each with his own fighting and special moves. We'll be giving a full report on this hot hot title next issue, meanwhile, here's some background info on some of the characters:



Shadow Yarnote uses a fighting style known as *katjutsu*, a blend of modern Judo, mixed with *Wuditsu*, the art of invisibility. Shadow's weapons include darts, daggers, blowing stars, brass knuckles and smoke bombs. Cloaked in darkness, Shadow becomes unstoppable. Her cry as she goes in for the kill: "You have no honor!"



Larsen Tyler uses a style of *Hang Fu* known as *Praying Mantis*, which is characterized by fierce grasping movements, clawing attacks and punches. One of his favorite moves is the *Ceiling Drop*, which allows him to attack opponents from above. His cry as he goes in for the kill: "You're mine, Punk."



Xavier embraces *Nephite* *Cane Fighting*, a form of minimalist counterdefense that makes almost exclusive use of his cane. In the force of an attacker's blow is strong. It is met with a soft reception and countermove. If the force is soft, it is countered with a powerful defense. One of Xavier's special moves is his ability to change his opponent into another entity, thus causing mass confusion.

Flash!

You'll be able to participate in an *Eternal Champions* tournament at the EGM/Hero video game mall tour this fall through November 21. Here are the relevant times and places*:

October 1-3	Danbury, CT	Danbury Fair Mall
October 14-16	Princeton, NJ	Gordon Square Plaza
October 22-24	Atlanta, GA	Town Center at Cobb
October 29-31	New York, NY	Sears Roebuck Mall
November 10-21	Philadelphia, PA	King of Prussia Plaza

*These locations may change without notice.



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Remember,

the only rule

is there are

no rules!



Yo Sega!

Yo Sega!

What is CES? Where is it and how do I get tickets?

B.A., Lake Station, IN

CES stands for the Consumer Electronics Show, a trade show for the consumer electronics industry. (Consumer electronics includes products like TVs, stereos, computers and, of course, video games.) The show is held twice a year—in Las Vegas in January and in Chicago in June. Because it's a trade show, it's generally open only to members of the industry or members of the press. The last two Chicago shows, however, have permitted the general public to attend on the last day of the show. The Chicago shows are held at McCormick Center, and tickets are available at the door. Incidentally, last June's CES was a major success for Sega, with live demonstrations of Sega VR and the Activator. Almost all of the magazines that reported on the show said that Sega had a better showing than "the Other Guys."

Yo Sega!

I like Sega! I am a big fan of Sonic. I have both games I like the color, graphics, electronics, fun, action, sound and, best of all, the way you make them. How do you fit so much excitement into a little macrochip?

C.G., Indianapolis, IN

That's the magic of video games. And if you don't believe in magic (say if your parents are accountants or scientists), that's how modern technology has managed to shrink everything to a fraction of its original size. Thirty years ago, a computer with the capability of a Genesis would have filled an entire room and would have cost about half a million dollars. And because microchips were not yet available, a Sonic 2

game would have come on about 300,000 punch cards, and would have taken about 15 hours to load into the computer. If the same advancements had been made in the auto industry, a Rolls Royce today would cost \$10, would get about 1,000 miles to the gallon and would fit in your pocket.

Yo Sega!

Do you know if it is possible for Sega to make a special cord for Genesis so that four players could play at the same time? And if it is possible, is there a way that you could use these special plugs for original two-player games like *X-Men* or *Streets of Rage*?

K.B.C., Bascville, VA

Sega is developing a four-player adaptor that will plug into one of the control ports on your Genesis and let you attach up to four control pads. While it can't turn two-player games into four-player games, future games will allow four or more players. For example, *Wimbledon Tennis* and *Gammat IV* will be four-player games, while *Columns III* will be a five-player game. Another game under development will allow up to eight players. Stay tuned for more info.

Yo Sega!

I am the artist of the family My younger brother is the brain. He can figure out how to play any video game. Anyway, my brother thinks that only boys can be good at video games. I think that is totally sexist and that girls are just as good as boys at playing video games. What is your opinion?

K.P., Columbia, SC

We think girls are just as good as boys at playing video games, but that boys seem to be more interested in playing them. That may be because a lot of games are fighting or sports games, and girls prefer different kinds of activities. We'd love to hear from more girls who like to play video



games. Write to us at Yo Segal and tell us your age, how long you've been playing, and a list of your favorite games.

Yo Segal!

My mom and I disagree about video games. She thinks playing hurts your brain and thinks video games should be banned in this country. I think video games help hand/eye coordination and they don't hurt your brain.

G.W., Allen Park, MI

They do help hand/eye coordination and they also help with problem-solving and creative thinking. There are lots of other things out there that can hurt your brain, such as drugs or violent crimes. Just think, if everybody stayed home and played video games, drug dealers would go out of business.

Yo Segal!

What method does Sega recommend for cleaning games and the systems?

J.P., Weatherford, TX

Sega has two products for keeping your game cartridges and game system clean — one for Genesis and one for Game Gear. The Genesis Cleaning System plugs into the Genesis cartridge slot and cleans the cartridge contacts. Meanwhile, you can plug your game cartridges into the Cleaning System to clean those contacts as well. The Cleaning Gear works exactly the same way to keep your Game Gear squeaky clean.

Yo Segal!

How do you come up with such great ideas for your magazine?

D.Y., Dover, NJ

Aw, shucks. We're just doing what comes natural. Anyway, it's easy when you have great products to write about.

Yo Segal!

I read in your June/July issue of Sega Visions that there will be a Sega Channel coming to cable this Fall. Will this new channel have Sega CD games or just Sega cartridge games?

C.L.E., no address

Sega Channel subscribers will be able to download games into a special cable adapter that plugs into the Genesis cartridge slot. The cable adapter contains enough memory (or RAM) to let you download cartridge games of up to 16 megs in size. (We understand that RAM upgrades will be available, allowing you to download even bigger games.) Because CD titles are often 400 megabytes or more, you would be able to download portions of a game for a preview, but not the entire game.

Yo Segal!

I really wish you would put more codes in your book.

M.B., Belmar, NJ

Your wish is our command. From now on, you will be seeing more codes, hints and tips in the pages of Sega Visions. Check out VirKide! for codes and hints, and Sega Visionaries for tips and hints from readers.

Yo Segal!

I'd just like to say that Sega Visions is my favorite magazine and it helped me decide on three games that I bought and really liked. Your magazine has shown me what the games are like and what the pros think about them.

E.U., Jencho, VT

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You have to choose the correct tunnel. Left, right or middle?



Spin up and blast through the S-curves.

Blast-based and ready to roll — it's **Sonic Spinball** from Sega! This new Sonic title breaks away from the traditional in techno-pop video pinball style...with a Sonic twist. Travel to Robotnik's Volcano Vego Fortress and take on his diabolical Pinball Defense System. Our blazing blue hero bounces, bursts and cracks drop targets, finds hidden rooms and braves diabolical contraptions in his attempt to release his friends before they're all sent to the Vego-Converter. This spectacularly sonic cart will have you careening Sonic from bumper to flipper without losing an ounce of his true nature. The Blue Blast is back in a great new pinball attack!



Prepare for a Sonic Boom

Sonic Spinball will propel you through a series of great pinball worlds, each packed with hidden rooms, Power Emeralds to collect, bonus pinball sounds that allow you to torment Robotnik and a boss area where you challenge the mad fool's mutated meedlings with nature. Graphically, Sonic has more animation than ever before

and you'll marvel at his ability to drop in and out of his spinball shape at any flat surface. The robotized tunes have more edge than any previous Sonic title with a hot techno-pop score created just for the game. Get your spin up to speed and get ready — *Sonic Spinball* is a blast!

Toxic Caves



Use the barrel to get across the Toxic Waste. There's a Power Emerald nearby.



Get one of the two switches before riding this mine cart. Loops will get you more points.



Go left right and the cart will take you to a Power Emerald.



You can get out of this minecart's mouth with an early jump — otherwise this Sonic-making serpent gets dinner.



Button A and Button B are the right and left flippers. Button C hits both or you can configure these yourself.



The first boss can be beaten by hitting him on his tail first.

Lava Powerhouse



Try all the ledges for hidden rooms.



Use the drogue puts to bounce off an enemy and get up into the tube above by hitting your flipper buttons.



These billows on the billows will be very helpful.



Don't forget to do what Sonic does best — collect rings!



Get the cannon for enough speed to get through difficult areas.



To get through the second Stearns Area you'll need all your Power Emeralds.



Watch the lava below these dragons. No one likes a quick-fried Sonic.



In the second boss area, jump inside the Evil Boiler and take out the Babelfish individually.

HOT TIPS

- ✓ When in ball form, Sonic can be directed as needed with the D-button.
- ✓ Collect Power Emeralds in each of the Worlds.
- ✓ You can give the table a shake — just don't hit!
- ✓ The top display gives you hints on what to do next and leads for great moves.
- ✓ Get Sonic to hang out on any available surface. This will help you search for hidden areas and to get your next blazing pinball triangles.
- ✓ Use Sonic's Spinblast to get up speed on flat game areas.
- ✓ When standing or rested at a flipper, use the D-button to look up.

Showdown



Ever upward, Sonic!



What could these weird pads be for?



Decide what to do next before a long, long derring.



Don't worry, ship could mean starting at the bottom again.



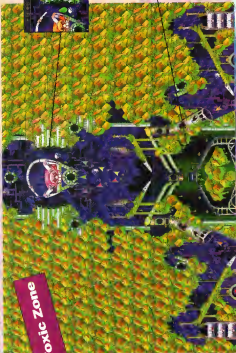
This item will toss you right up to Mobotnik's escaping ship.



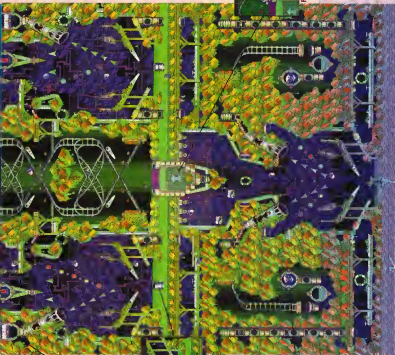
The Toxic Caves Boss.



Ride this cart for fun and Emerald Power.



Toxic Zone



Fall in for one of the Ensigns.



Slide into battle!



Another Ensign!



Release these barrels.

Hear the
Sound
razor-sharp
adamantium
Claws make
as they
extract their
revenge.



Ignorant is not tough mutant, even
against Wolverine's fierce claws. Iron
Man's armor is tough and resilient,
but it's not immune to claws that can cut
through it.



SEGA
SATURN

Welcome to the next level™



Sword of the Dragon shows the dragon's power and the player's skill in the new 'Sword of the Dragon' game.



Sword of the Dragon shows the dragon's power and the player's skill in the new 'Sword of the Dragon' game.



Sword of the Dragon shows the dragon's power and the player's skill in the new 'Sword of the Dragon' game.



MARVEL
COMICS

Small vertical text on the right edge of the page, likely a copyright notice.

sega GAME Feature

SEGA CD



Jurassic Park CD is a different game than the Genesis and Game Gear versions. The first thing you will notice is how real everything seems. The entire game takes place in first-person perspective. You see everything through your character's eyes, as if you were there.

Jurassic Park CD invites interaction. The only way to win the game is to explore, search, touch, investigate and try every object. Graphics are sharp and lifelike, incorporating detailed, digitized full-motion video in vivid color. Sounds are also true-to-life and recorded with QSound™, a new 3-D sound technology. Sega went to the deepest, darkest swamps across the nation to record the jungle sounds for ultimate realism. Play Jurassic Park CD through a stereo and you'll hear the movement of dinosaurs as they pass left-to-right.

The game begins where the movie ends. You play as a scientist sent into Jurassic Park shortly after the dinosaurs have gone on a rampage. The helicopter crashes as you attempt to land, leaving you

stranded on the island. You have only 12 hours to rescue the eggs of seven different species of dinosaurs and place them in the incubator in the Visitor Center. With no map of the island, you have to rely on Territory markers and animal sounds to learn about the dinosaurs in Jurassic Park and to find the Visitor Center.

Icons and Action

Jurassic Park CD is icon driven. To pick up, look at or use an item, or to move in a direction, you use the D-button to "point" and press the appropriate control pad button, almost like using a mouse. As you move the cursor around the screen, you'll see the cursor change to one of three things: a magnifying glass (inviting you to take a closer look), an arrow to indicate that you can move from the Area in this direction, or a green cursor that indicates you take some sort of action. A hand indicates that you can pick up an object and add it to your inventory.

OVERVIEW

The biggest and best Jurassic Park game is coming to The Next Level on your Sega CD. Jurassic Park CD is one of the most exciting multimedia games ever to be put on a disc. We are sure you've never seen anything like it. Jurassic Park continues to be big news. Almost everyone has seen

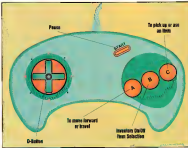


the movie, bought a Jurassic Park shirt or tie, Raptor Egg candy or other licensed stuff. Sega's Genesis and Game Gear versions of Jurassic Park are major hits. Now, live the adventure.

A Scientist's Bag of Tools

Since they've sent you in to collect eggs from seven very large and dangerous dinosaur species, you'll be in need of some ingenuity and a variety of tools. Tools you can find aplenty, if you search hard enough. These tools some-

times are in plain sight and sometimes are revealed only after a closer look. Using an object on another item outside your inventory, like a key enters on a lock, often has positive results.





You'll find the first Card Key near the crash site. Look carefully.



Great intermission comes to you on a journey between Territories and Areas. The footage was taken from live video and highlights the feeling that "you are really here."



Your ride in crash lands on the island. You have only 12 hours to rescue the eggs. What should you do first?



Take a look around the yellowcap. You don't want to miss important items, like the Shotgun.



You'll find dinosaur eggs when you inspect the Areas within each Territory. Once collected, you will have to get them to the incubator in the Visitor's Center.



Dr. Robert Bakker is one of the world's leading authorities on dinosaur behavior. He is a very cool guy. Press the "Play" icon at the information kiosks and you'll receive a short briefing from Dr. Bakker on the dinosaurs in the Territory and their behavior.



Use Card Keys to give entrance to locked areas of the park.

ILLUSTRATION BY HELEN NELSON

sega GAME Feature

SEGA CD



You'll need the right Card Keys...and the right tools...to fully explore the Visitor Center. Somewhere here you'll find the excavator.



Something important is in this box. You need a specific tool to open it.



Jurassic Park CD features spectacular digitized video and sound sequences, such as climbing or descending stairs or walking down halls.



Use a Card Key to open the Control Room door.



Explore the Control Room carefully. You just may find some computer equipment that will be of great help.



The Super Scanner is your best bet against T-Rex. You'll need a special Card Key to get it, though.

Visitor
Center

Dilophosaurus Territory



Dilophosaurus are also called spitters, because they "spit" green pools of poison. Find the right block to leave all about this species of dinosaur.



Use a rock to block this log for safe crossing.



Cross the stream and you'll encounter this spitter. Have the Stunner ready as you'll take damage.



The Dilos guard their eggs carefully. Get the rock and block the log before you make a plug for the eggs.

Velociraptor Territory



You'll find a Card Key to the Visitor Center somewhere near here.



Raptors run rampant through the caves. This is one of the trickiest Areas of the Velociraptor Territory.



Keep a close watch on your motion detector. Raptors are smart, move fast and can easily catch you by surprise.



Uh oh. Here comes trouble. Hope you are fast on the Stunner or the Tranquilizer Gun.



Try using a rock on the right side of the cave mouth to give yourself a path.

sega GAME Feature

SEGA CD



Triceratops are large and armored, but are herbivores and harmless...if left alone.



Now you know what happened to this year. Don't let yourself get caught in the same fate.



Look carefully to the Triceratops Territory to find this important case...and its contents.



These Timorona goats won't pay you any attention...until you try to snatch their eggs. Be ready for a quick getaway.



Triceratops Territory



SPYGLASS: Gallimimus eggs call for some tricky moves. First, roll the fence away from the base of the grate. You'll find a pair of bolt cutters. Pick them up, then select bolt cutters from the inventory and use them on the grate. It's open and you are through! Cut the grate on the other side and look left.

Gallimimus Territory



Move through the Gallimimus Territory and you might see the mighty T-Rex at the dinner table.



Gallimimus is light and fast on its feet, but can be easily frightened.

Tyrannosaurus Rex Territory

atops Territory



In the Tyrannosaurus Rex Territory, you should move softly and fast. A Card Key will open this gate.



This is about as fatal a view as you will ever see.



If you see these legs, you have trouble. When the door is open, snap shut bolts, then run for your life.



Tunnels and drain pipes are the safest way through T-Rex Territory.

CK

NATOR™



sega GENESIS

GAME Feature

Disney's Aladdin



OVERVIEW

Prepare to take a magic carpet ride to a whole new world of video gaming. Disney's Aladdin, the Genesis game based on the blockbuster movie, will change forever the way you think about video games.

Disney's Aladdin on Genesis is like no game you've ever seen. And for good reason: Sega, Disney and Virgin Games joined forces to create this ground-breaking game using cutting-edge graphics and development technology Disney animators created. Disney's Aladdin's graphics use film-quality cel animation—a first for a cart-based game. Virgin's game developers brought the Disney characters to life. Disney's Aladdin packs a whopping 16 megs of game play, graphics and award-winning music.

Disney's Aladdin faithfully reproduces the characters' voices and adds all-new comedic animations to keep you laughing. They're all here—Aladdin, Princess Jasmine, the Genie, Abu, Jafar, Iago and the Magic Carpet. Disney's Aladdin has 11 big stages of non-stop action and three bonus rounds.

You play as Aladdin, the street rat that Jafar, the Sultan's evil advisor, needs to get the Genie's Lamp. Jafar will stop at nothing to get the Lamp—including kidnapping Princess Jasmine. Armed with a scimitar and Apples for long-range throwing, you must find the Lamp and save Princess Jasmine. Your

adventure takes you from Agrabah to the Desert, into the Cave of Wonders, on a thrilling Rug Ride and inside the Lamp before your final battle with Jafar.

Disney's Aladdin grants every gamer's three wishes: fast and fun game play; film-quality cartoon-like graphics; and memorable music.



Agrabah Market

1. Apples are long-range ammo.
2. Wait here for the Guard to come to you.
3. Jump on the camel.
4. Climb the rope to reach this walkway.
5. Genie Bonus Token.
6. Climb the rope to reach this walkway.
7. Jump for the Apples.





Get all the Apples, Gems and bonus items you can find to reach level. Apples are jump ramps across, Gems buy you extra Tries and Continues, and bonus Tokens give you a hint at the three different bonus rounds.

Agrabah Market

You start out in the busy Agrabah Market where Palace Guards, knife-throwing jugglers, snake charmers and basket throwers lurk at every turn. Keep your scimitar slashing as you advance. Find the Abu Token in the upper berths of the buildings and you can win a round in the Abu bonus level. Lots of blue Genie Tokens for the Genie

bonus level are hidden, so explore every building you can enter.



Keep your scimitar slashing as you advance. Guards and knife throwers often wait just off-screen.



Stay to the left of the hot coals and the Guard will toast his toes to get you. Put him with Apples while he's otherwise occupied.



The pepper's knives are up at an angle and won't hit you while you're on the bottom step. Stop closer, though, and he'll throw them straight at you. Two direct hits with Apples and he's gone.



Get all the Genie Tokens you can. The coins will buy you extra tries at the Genie Bonus Machine, which gives up more Tries, Continues and ammo if you win. This one is on the second level.



Large pets will come crashing down out of every window you pass... even if you retrace your footsteps. Watch out!



The camel isn't just background animation. Jump on him and he'll shoot dirt walls at the guard who is heading your way.



After you jump off the platform and land on the stairs hiding the Head power-up and Genie Token, head right to pick up the two Gems.

Agrabah Rooftops

A clever thief hiding among the Rooftops has one half of the Scarab. Finding him is only half the battle. He does a nifty rolling move that will bowl you over, tosses knives with amazing accuracy and can't be beaten by just a few hits of Apples. To reach the tops of the buildings, you must find the magic Flutes that will give you a magic rope that carries you upward.



Press the Jump button and B-button to climb ropes. Jump toward the beam, then press B-button Left to move hand-over-hand. Pressing the Jump button again drops you to the ground. Move your scimitar ready when you land.



Touch 10 Apples at this guy and your job is done.



Smash off the small pots you see. Some hide Gems. This one is on the ledge to your right after you ride the first magic rope.



After you fight the Guard on the ledge, jump to the right to find the Flute, then jump down to the balconies. A second magic rope will appear to take you higher into the rooftops. Repeat the action one more time to reach the very top.



Jump on the flagpoles to reach the first magic Flute. Touch it, then jump down and head right to the basket. Press the Jump button to ride the rope. Each time you drop off the rope, a new rope will appear in the basket. Watch out for the snake charmer and his sithering companion.

Agrabah Market

8. Head right after you land to pick up more Gems.

9. Gems

10. Continue point. Jump to the ledge below, then slide down the pole.

11. Wait here for the Guard to come to you.

12. Climb the rope, then jump for the beam.

13. Jump to this ledge, but have your sword ready for the knife jester.

14. Get the Bonus Coin

15. Heart restores some of your health

16. Hit the Genie's Black Lamp behind the column to get rid of nearby enemies.

17. Gems

18. Climb the rope, then jump left at the ledge to get the Genie Bonus Coin.

19. Jump to this walkway to retrieve the Gems and Heart.

20. Jump down to this walkway.

21. Get the Bonus Coin

22. Jump on the two flagpoles and veer to the left to get the Abu Bonus Token.

23. Abu Bonus Taken

24. Jump on the flagpoles again and veer right to this walkway.

25. Poddler's Stall

26. Jump on the flagpole and veer right.

27. Bottle the Guard hiding behind the wall and you've completed the level.



Hit the Black Genie's Lamp and all the enemies around it will go up in smoke.



Avoid the tiles as he rolls up into a ball to bowl you over, then start surfing when he throws knives. To find him, keep heading to the right on the rooftops.

The Desert

Before you can find the Genie's Lamp hidden in the Cave of Wonders, you must first find the two Scarab halves which will show you the entrance to the Cave. The first Scarab half is hidden in the Desert (Finding it is pretty easy. Getting to it is the hard part!)



Giant spites break the surface of the smooth sands...and the smooth surface of your skin if you're not careful. Go slowly through this stage.



It's worth your time to explore inside all the sections of the rocks. Apples and Genie Tokens abound in the darkness.



Finding the Scarab is easy. Getting to it is the hard part.



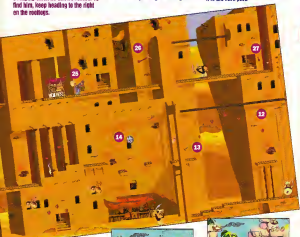
From the top vine, drop down to the bottom vine and collect your Genie tokens. Head left to the Scarab.



If you don't hit the Scarab directly, it flies away. Head to the right and you'll find it tucked away in the rocks. Don't miss this time or it'll fly the coop again!

HOT HINTS

- ✓ Keep plenty of Apples in your inventory. Some of the enemies can be disposed of only by pelting them with Apples.
- ✓ Red Gems are money you can use to buy Fries and Wishes (Continues) from the Peddler.
- ✓ In the Agrabah Goodies stage, you must find the Flukes that will make magic ropes appear in certain basins. The ropes will carry you to high places in the buildings.
- ✓ The golden Aladdin chariot gives you an extra try.
- ✓ Find the Abu Token to go to the Abu bonus level. Get all the Genie Tokens you can find to play the Genie bonus Machine level. Each Genie Token earns one play.
- ✓ You must find the two Scarab halves in the Desert and the Agrabah Goodies before you can enter the Cave of Wonders.
- ✓ The Genie's Lamp is hidden in the Cave of Wonders. You will need it to rescue Princess Jasmine.
- ✓ You can slide on the Genie's snake carts in the Inside the Lamp stage. Bellowes will carry you upward and a simple flash at the Genie's finger will send you reeling.



Jump on the camel at just the right time and he'll hurt birds at the Guard, who is to be a surprise. Apples will finish off the Guard.



From the Scarab, jump left, using the palm trees as trampolines. When you reach the top ledge, jump right. Watch out for the bottle-throwing Guard who uses you for target practice.

Build an insanely
over-priced
sports car.
drive it
as fast as
possible.
And laugh
in the face of
authority.



*{ Just don't cry when
you're sharing a cell
with a big fat guy who
picks his nose. }*



Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.®

The model makes the game better. The game makes the model better.™

EUROPEAN
RACERS

The game has tons of cool video clips just like this one. Only different.



Don't miss the Sega ES 110 menu screen.

sega GAME Feature

STREET FIGHTER II SPECIAL CHAMPION EDITION

OVERVIEW

Attention, fighting-game fans! *Street Fighter II - Special Champion Edition* has finally arrived. Although slightly delayed, the Genesis version of *Street Fighter* has more to offer than any previous edition — arcade or home...

Including a special feature that you won't find in any other version. At 24 megs, *Street Fighter II Special Champion Edition* is one of the biggest games ever for the Genesis.

The biggest news is that *Street Fighter II - Special Champion Edition* has a mode not found on any other home-console or arcade product — the Group Battle Mode. This new mode will let you play two different ways. In the Tournament Mode, players can match up as many as six characters each to go head-to-head with their opponent, the victory going to the player who wins the most matches. To be the best in the new Group Battle Mode you have to be well-rounded in all your *Street* fighting talents. The second mode — Elimination Mode — allows each player to choose as many as six characters and as few as one. The first one to defeat all of his opponents' fighters wins. The Champion Mode permits play with all the *Street* characters, including Balrog, Vega and M. Bison — and allows some character battles. Turbo speeds up the action and lets you do moves like Chun Li's madair Whirlwind Kick or Dhalsim's Yoga Teleport.



Chun Li throwing her fireball in the Turbo mode. This counters the Ken and Ryu trap.



Blanka's Rolling Attack slopes referee monitors.



Use Chun Li's rolling attack as a barrier to stop Ken as a barrier.



The invincible Samo Smash from R. Friends will pass right through fireballs.





Seeing double? Nope. That's two — count 'em — two Kens. One of them is doing a Dragon Punch. The other is waiting for it.



Zangief doing the most punkstake-suckle move in the game — the Spinning Pile. Ouch!



Vega's Clear Dive is a bee-looking attack from above.



Ryu's Air Hurricane Kick is a stylish combo-buider.



Shadaloo's Yoga Teleport is a great escape move. It will also let you appear where your opponent just expects so you can deliver the Yoga Nuke.



Zangief's Super Spinning Clothesline (his lower body is invincible).



Guile's Sonic Boom and Flashback as he goes head-to-head against himself.



Chun Li doing the Potting Kick.



Blanka is an Electricity-charged Street Fighter.



Sagat doing the Low Tiger. He now throws high and low fire.



Sagat's Tiger Uppercut was stolen from Ryu for equality purposes.



The Bison Psycho Crusher will no longer hit so many times if blocked.



DEKE YOUR

NHL '94 is Gilmour deking by Belfour.

A MacInnis blast from the point. Robitaille
crushing a one-timer.
Moog smothering the
puck with a double
pad stack. Lindros
enforcing with a per-
fect board check. Yzerman going back door.

'94 GAME HIGHLIGHTS

- | | |
|--------------------|-------------------|
| ■ EVERY NHL TEAM | ■ ONE-TIMERS |
| ■ EVERY NHL PLAYER | ■ GOALIE CONTROL |
| ■ EVERY NHL LOGO | ■ 4-PLAYER ACTION |
| ■ PENALTY SHOTS | ■ 50+ ORGAN TUNES |



You got the new NHL expansion teams: the Mighty Ducks of Anaheim and the Florida Panthers. Plus digitized player images for every NHL star.

New animations
really deliver
the impact



BRAINS OUT.

It's the hottest, fastest, most realistic hockey action ever. Penalty killing. Wrap around shots.



Control of goalie moves. Plus 4 Way Play™ for tournament raging. Visit your EA SPORTS dealer or call (800) 245-4525 anytime. And deke your brains out.



Now you can go one-on-one with the goalie if you're tripped up on a breakaway. The pressure's on, the crowd's going nuts. Do you have what it takes to make the shot well?



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EA SPORTS

It's in the game. It's in the game.™

**Sneak
Peek**

GENESIS

STAR TREK

THE NEXT GENERATION

OVERVIEW

Prepare to beam into a game that will storm the imaginations of Trekkies everywhere with the speed of a Romulan warship. *Star Trek: The Next Generation* by Sega is a huge game that gives you all your favorite *The Next Generation* characters in an adventure across the farthest reaches of space.



This title puts you in complete control of every aspect of the Enterprise, in charge of course and navigation, weapons and engines, life support and every tactical decision. Beam down to a planet and you control the actions of four independently moving crew members in an Away Team.

The *Star Trek: The Next Generation* adventure is big enough to be a TV mini-series. Starting with a distress call from an archaeologist and a search for a missing Romulan starship, the game propels you at warp speed into the search for an ancient device so powerful that whoever controls it rules the universe.

If Bormulans are involved, you know right away there are going to be battles both planet-side and in space, ship-to-ship. Bormulans are like Vulcans with bad attitudes. They're mean. But you have the Klingon Lt. Wolf, who is big and bad enough to make any alien reconsider. Cap-

tain Picard is also there to give you advice and teachings, along with the rest of the *Star Trek: The Next Generation* crew.

The journey takes you to planets and moons across the galaxy, into contact with many different alien cultures and through many sub-adventures all related to solving the mystery of the all-powerful device.

One of the most exciting aspects of the game is its likeness to the television series. The bridge of the Enterprise will be familiar to any Trekkie, as will the sights and sounds of Engineering, the Transporter Room and the Ship's Computer. Physics, communications devices, engines, photon torpedoes and beam-up/down sound effects are also true-to-life.

If you've ever wanted to join Star Fleet Command, battle a Bormulan or command a starship across the galaxy, if you're a Trekkie at heart, *Star Trek: The Next Generation* is your kind of adventure.



Captain Picard is available in the briefing room to give you advice.



When aboard the Enterprise, press the Pause button to get a menu of control pad functions.



Away Team control patterns are different than aboard ship. Press the Pause button for visual directions.



©1993 Paramount



The Ship's Computer contains a store of information about most of the people and places you'll encounter in the game.



Boots down Away Teams to explore planet surfaces and carry out missions.



Away Team members can be controlled independently of each other.



Engineering gives you control over the Enterprise's Weapons, Shields, Engines and a host of other vital functions.



You can build Away Teams at your favorite Star Trek: The Next Generation characters. Each has special talents that can help in your adventures.



A distress call from a Federation archaeologist begins your adventure across the stars.



Romulans may look like Vulcans, but are very warlike and quick with the phaser.



Sensors give you specific data about planets, vessels and the life they may contain.



A Romulan warship in unbalanced mode usually means one thing...attack!



The Com is where you send destinations and can view navigational data.

SONIC & TAILS
CHAOS

OVERVIEW

Sonic the Hedgehog and his sidekick, Tails, return in *Sonic Chaos*. This third installment in the *Sonic* series pits the blue blast against his arch-nemesis, Dr. Robotnik. The evil egg-shaped villain has stolen one of the six Chaos Emeralds and intends to get the rest. The emeralds are the source of all life on South Island and, in the wrong hands (Robotnik's for instance), could be deadly. It's up to you, using Sonic or Tails, to put a stop to his robotized creatures and catch the menace before it's too late. Put on your Power Sneakers and blast—the blue streak is back and Robotnik is on the loose!



Sonic (or Tails in the Easy mode) blazes through six different zones of three acts and six Bonus areas in his quest for the Chaos Emeralds, releasing your robot-converted friends along the way.

Use your new Rocket Shoes for high-speed short-duration flight, brave the madman's snares and traps, and fight your way through South Island's natural balance depends on you!



Turquoise Hill Zone



Sonic's new Rocket Shoes are a blast. The blast only lasts a few seconds, though.



These little robotized Gelfins have a bumper on their backs. Use the Spin on them from the sides.



Spin through every wall you can to collect bonus stuff and find short cuts. You can even fly the walls with something near them (like a bumper) by moving one Sonic-width away and doing a Spin Blast.

Gigapolis Zone



If you aren't running and need enough speed to get through the loops, start on the flats below and use the Spin Blast.



Use Tails to check out the zones. You can fly by pressing Up and hitting Jump.



With the Snake boss, avoid his rolling body segments and bow him on the rocks.



Moves really fast to cross the stone roots.

Sleeping Egg Zone



Boost overload blocks to find hidden paths.



Use background shading to tell where you can land safely and avoid the void.



Use the pogo sticks to and jump off at their apex to get even more height.



Beat the Sleeping Egg boss by avoiding his bullets and bouncing him with the Spira Attack.

Aqua Planet Zone



These little enemies have strange movements. Watch them before trying to hop or you'll lose your rings.



Avoid spiky areas if possible. If not just wait for them to contract before leaping.



As usual, look to the top of the loop for interesting collectibles like 1-ups, Rings and Rocket Shoes.



The Aqua Planet boss will first send the little enemies after you (get 'em), then will come after you (beat 'em), and, lastly, will shoot missiles once you've done some damage.

Bonus Stages



At the start of the Bonus Stage you get a pair of Rocket Shoes.

Mecha Green Hill Zone



In Act One of the Mecha Green Hill Zone, break the first full-width block with a Sam for an extra life.



Step on the platforms with the bronze segment and they soon fall. Watch it!



Keep Sonic or Tails moving fast to avoid sinking in this sludge.



Don't fall below the Mecha bots while beating Nis. There are spikes hidden below.



Ignore the three Rings at the start of the Bonus Stage and go for these big ones (they're worth more!)

He's Back...



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JOURNEY FROM DARKNESS STRIDER RETURNS

So the Grand Master didn't learn his lesson. Flinging your power blade, your rage explodes as you plot your revenge. You crushed his last assault, but now he's back to wreak havoc on the earth. This time he and his legions of nimrods are ready to make the planet one big black hole. The coward has even captured your beloved Lexia as insurance. Only a fully trained Strider can stop their evil conspiracy. Armed with laser swords and shurikens, you bravely journey to their space station hideout.

Five Ferocious Levels!



Beware of the Mechabirds' savage air assault in the Forbidden Forest!



Swing across perilous traps while launching your own assault.



Slide strike robotic horrors into submission.



Slash and hack your way with a choice of two power swords.



Dominate the Master's warriors with your aerial acrobatic attacks!



UNUSUAL ID

THE MAGIC OF DISNEY.



JUMP INSIDE
THE GENIE'S LAMP
FOR A PINBALLING,
PING-PONGING TRIP!



COLLECT THE TOKENS
FOR A CRACK AT THE
BONUS ROUNDS!



MOONING GUARDS!
DIRT-WAD-SPITTING CAMELS!
NICE NEIGHBORHOOD!



ANIMATION SO
SMOOTH - YOU'LL
SWEAR YOU WERE
IN THE MOVIE.



THE POWER OF SEGA.™



SURVIVE THE CAVE,
RESCUE THE BABE,
GENTLEMEN, START
YOUR CARPETS!



**MORE VILLAINS! MORE SWORDS!
SHISH-KABOB, ANYONE?**

Disney's Aladdin

You've never seen anything like it!
The one and only videogame with
genuine animation created by the
artists of DISNEY - combined with
the action of SEGA® GENESIS®.

Fly with ALADDIN in the most
awesome sword-slashing, side-splitting
adventure ever! It's totally loaded
with new villains, non-stop laughs
and the fastest action this side of the
Sahara! So hit the "start" button -
and hang on!



SEGA

Disney
GAMES

Virgin
GAMES

WELCOME TO THE NEXT LEVEL.

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LETHAL ENFORCERS

OVERVIEW

Is that a badge or a Sega CD pinned to your chest? Shoot from-the-bip excitement is coming to The Next Level with *Lethal Enforcers* from Konami. Following on the wild success of the arcade shooter, *Lethal Enforcers* is a direct port of the arcade with all the realistic back-grounds, bad-guy graphics and rapid-fire, target-shredding action. It is the first interactive shooting game for the Sega CD.

To play *Lethal Enforcers* you need either a Genesis-compatible control pad or Konami's special pistol controller. The latter, a colored magnesium-like replica of the arcade control device. A second gun specially made for a second player will also be available, though two players can shoot it out against the bad guys with two control pads, a joystick and a control pad, or two joysticks. The pistol-shaped controller makes the playing experience more arcade-like, but is not necessary. *Lethal Enforcers* is not compatible with the Sega Master or Master II.

If you've played *Lethal Enforcers* in the arcades, then you know the action moves as fast as a speeding bullet. *Lethal Enforcers* puts you in the bullet-proof vest of Unit Five, a policeman (or policemen, in a two-player game) hot on the trail of a most-evil, armed and dan-

gerous villain. Your job is to take them out without harming innocent bystanders and policemen, who often seem to blunder into the scene. It's a game of shoot or be shot, with multiple gunmen often popping up on the screen to give you a potentially lethal time.

Your main task is Patrolman. You use in tank as your shooting skills and hit marks, continue to improve. Though the game is violent by nature, it is not very bloody or gory. The only blood you see is when you are hit or cut.

The game also features a series of target practice sessions, where you test your accuracy and speed against five targets to increase your police rank. *Lethal Enforcers* is a solid translation of the arcade game. If you've ever wanted to be a cop, this game will put you in the line of fire.

The Bank Robbery

This first round sets the pace for the rest of the game. Your role is Patronum. Your job: clear the

bank of robbers and protect the bank patrons from harm



Bank robbers pop up in the background, midground and foreground. Shoot the mugger icon to get a full load of heavy-duty ammo.



This bank patron will run across the screen just as the mugger aims to fire. Don't let yourself be distracted.



Police often seem to blunder into your shootout. Don't let them get caught in the line of fire.



Though you can shoot out the tires of the cars, it is best to leave them alone. Shoot out the tires and the car will bounce up and down, making your targets more difficult to hit.



Dash! Looks like you just took a hit.



Power-up icons often appear in risky places, like just beneath a flying gunman. Always clear the enemy before attempting to collect the power-up.



If you have the mugger, blast through the car to take out the gunman on the far side. If not, go for the head shot.



The first big boss stands in a moving chemical truck, shooting rockets at you. Blast the rockets before they reach you...shooting into the truck in-between rockets.

The Drug Dealer

Looks like the drug dealer has a nice big ship. Setting at the docks, you'll chase his henchmen to the private yacht for a roaring turbo-side gunfight.



Go on the far left and you'll take out a fellow policeman. Look where he is aiming. Blast the up-front gunner, then take out the driver of the white car.



Ganster riding cargo boxes give you a moving challenge. Lead them just a little for a clean hit.



Two wrong choices. You shot the good guy, and did not rebound fast enough to take out the bad guy...before he got you!



The drug dealer makes his last stand in a helicopter, armed with the traditional missile launcher. He's vulnerable...if you can get past the missiles.

The Chemical Plant

Just when you think you've got him cornered, the crime boss has some nasty and very toxic tricks up his sleeve.



Exploding bullets make a nasty mess out of any enemies.



Automatic weaponry attack in ones and twos. It takes almost two complete reloads to blast off the head.



Blast the toxic barrels and you face a whole new nightmare...green and mean!



These lethal little tanks thrive in heat and toxic waste...and just keep on dealing death.

Chinatown Assault

This city street gun battle tests your skills with gunmen in top-floor windows. They make small targets, are difficult to hit and shoot just as accurately as up-close gangsters.



This sto-heppy had his pops up in the foreground, giving you only a split-second to react.



Pig the sniper on the Chun Restaurant roof and he'll take a nose dive.



While most enemies appear on ground level, don't ignore the open windows above shops and other businesses.



Think twice before picking up a machine to replace a machine gun. You get more mileage out of more bullets. And don't back up a screen, or the loan becomes lost for good.



Subway gunmen jump and carwheel in from both sides. Try to tag 'em before they stop moving.



Bystanders are off-limits. Peg one and you lose a life as well.



The Subway Boss hurts awards with deadly accuracy. Try to blast them out of the air.



The boss has thrown his last sword. Blast him again to send him down the tracks.



Sleeping bums and other innocent bystanders make the subway level challenging. If you find the weapon, blast right through the train to take out terrorists.

The Hijack

Bad guys just don't quit, not even long enough for a cop to grab a donut! Clean 'em out of the jet airliner, dodging hand grenades and rockets.



Hijackers appear from both sides, underneath and from the entryway of the jetliner.



Carefully check anyone who runs across the screen. Innocent bystanders will have their hands empty.



If customer walkie start to bulge, start shooting. There are gangsters inside.



In addition to gunmen, you also have to worry about hand grenades. Shoot them before they explode.



The airliner body is one of the toughest rounds because the targets are so small. Fire at any charge you see in the windows and watch for hostages at the doorway.



The Hijacker Boss is armed with a carter-style grenade launcher. You have to worry about him and his grenades, as well as the small army that will fight with him.

HOT HINTS

- ✓ Your weapon is a six-shooter. You can...and will...run out of bullets. Keep an eye on the cylinder of the bottom left of the screen. When it comes close to running out, point the controller off-screen and pull the trigger. You are reloaded.
- ✓ Speed counts. Set them before they set you.
- ✓ Power-ups include exploding bullets, shotguns, automatic pistols with larger clips, machine guns and a magazine that would make Dirty Harry envious.
- ✓ Tag an innocent bystander and it will cost you. You may even have to take the level over. Be fast...but not careless.
- ✓ Don't grab a power-up to replace a more powerful power-up.
- ✓ Enemies that come in from the sides of the screen are hardest to hit.

Target Practice



The better you get, the faster the targets turn. Lethal Enforcers keeps you on your toes.



The more accurately you shoot, the higher in police rank you will go.



Gifts to targets move across the firing range from left to right and from right to left. One shot will break them.



In the target practice stages, speed counts as much as accuracy. Set your accuracy at the beginning of the game, then concentrate on speed as you play.



This target sequence trains you to recognize whom to blast...and not to blast. The innocent bystander is in the lower left corner.



Intervisage screens give you a one-view of what's coming next stage.

LETHAL ENFORCERS

THE SECRET OF MONKEY ISLAND

OVERVIEW

Sega CD owners have been clamoring for a fantasy/adventure title. *Monkey Island* from JVC Musical Industries is a direct port from the PC version that hit the market a few years back. Though lacking the digitized voice and other sound effects that are becoming prevalent in newly created CD titles, *Monkey Island* does have colorful 3-D graphics, cinematic pans, constant humor and ear-grabbing calypso/reggae music in stereo.



You play as Guybrush Threepwood, a young buccannier wannabe. You've just arrived on the shores of Melite Island with the intent of becoming an actual, honest-to-gosh, blood-thirsty pirate.

The most important feature of *Monkey Island* is puzzle solving. There are lots of big and little things that you must accomplish to move from area to area. With a little patience and more than a few laughs, you'll make your way from quest to quest and in the end, take on the infamous Ghost Pirate Captain LeChuck.

HOT HINTS

- ✓ Watch and deal with the Stars-keeper carefully. He's probably the most important character in the early game.
- ✓ The cannibals are fat-intake-conscious.
- ✓ Don't drink the grog.
- ✓ Carry a soup pot at all times.
- ✓ Try, touch and taste everything.
- ✓ Learn lots of insults.
- ✓ You need a rubber chicken.
- ✓ Always take the polite conversation path first.



These vicious Piranha Poodles will only let you pass and into the Governor's Mansion if you drug them to sleep.



Want to earn some Purses of Eight? See the Pellucini Brothers and do a little product testing for them.



Sword Training 101. You'll need to get lots of practice before you go up against the Sword Master.



Once you've stolen the Role of God-It, you can humble Stan by going from boat to boat and walking away a few times.



This person tells will be very helpful if you treat him right.



Keep from being eaten by the local cannibals: Give them something delicious.



Didn't your mom warn you about wavy build-up in your ears?



Have an argument with one of your belongings before going aboard LeChuck's Ghost Ship.



Warm? Buy a watch? He? Even how about a treasure map?



Robo Alaste is designed for hard-core techno shooter fans. The game difficulty modes range from Easy to Cruel. Game music is pure techno, originally created in Japan. It's a 10-level vertical-scrolling title with tight background graphics, merry list-moving enemies of all sizes and a wide variety of power-up Special Weapons. Robo Alaste takes place in a mythical feudal Japan, where mechanization has come early. There are flying whips and other non-traditional enemies and weapons. The game has a fair amount of political intrigue mixed in the dialogue sequences, so you can follow the storyline as the game progresses. You play as the pilot of the Alaste robot warrior.



Level seven pits you against scores of enemies, including river booms that can obliterate you with one blow. Time their swings to run the gauntlet safely...or try rapid fire to destroy them before they get you!



Level nine drops you into a narrow, gorge covered chasm. This is a very fast-moving round with treacherous bottomless. You can fly over ground-based enemies to avoid their guns.



This other random boss sets its neck out of joint to chase you around. This is the only time it is vulnerable. Beat it and the game ain't over yet.



Level two and three enemies will try to lasso you to the sides of the screen, where you're more vulnerable to attack. Counter by launching your companion weapons by holding down, then releasing Button A.



Level three robe summons blast straight ahead and throw their shields just before you zap them completely.

SEGA CD

Just
Review
It

ROBO ALASTE

OVERVIEW

There are an awful lot of shooters on the market, on all platforms. The really good ones are few and far between. Robo Alaste from Tengen qualifies as one of the best this year. And better yet, it is a Sega CD title, complete with the high-quality graphics and awesome game music that sets Sega CD games apart from all others.

HOT HINTS

- ✓ There are four Special Weapons. You identify them by the specially colored icon released by blasting a certain enemy.
- Yellow: Flying Shindow Formation
- Orange: Exploding Flower
- Blue: Thunderbolt Ray
- Green: Ninja Star
- ✓ Even though it is wonderfully complex, Robo Alaste is still a pattern game. Memorize enemy patterns to win.
- ✓ Cruel Mode...is.
- ✓ Enemies attack from the top, bottom, left and right. There are no "dead spots" in which to safely hide.
- ✓ The Thunderbolt Ray is best used by sweeping side-to-side.
- ✓ Collect as many power capsules from blasted enemies as quickly as possible to build your normal shot strength.
- ✓ Often the enemies attack so quickly and with so much force that you can forget that the terrain is forcing you into a bottleneck. You cannot fly over walls. You have to navigate as well as shoot, dodge...and stay alive.



The level one boss is relatively easy to defeat. Just stay clear of his shot and lance-like breaths. You should know him well. Your main enemy is your brother.



MARVEL
COMICS



YOU'RE IN FOR A
SHOCK, WEESLINGER!



STOP JUGGERNAUT'S
RAMPAGE



BLAST MASTER MOLD
WITH OPTIC BEAMS!



UNLEASH YOUR
LIGHTNING STORM!



OUTRUN THE
LETHAL DOOMBALL!



X-ACT YOUR REVENGE!

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OVERVIEW

Aero the Acro-bat from Sunsoft is a one-player action/adventure romp under the big top and across four worlds with Aero, the master of acro-batics. With 26 acts and all the excitement of a three-ring circus, **Aero the Acro-bat** will keep you flying high, blasting out of cannons, diving through hoops of fire and making death-defying leaps into water tanks as you battle the forces trying to close down the circus.

The World of Amusement Circus and Funpark has been sabotaged by a rotten circus clown named Edge Eleor. Assisted by Zero the Acrobat and misfolded other circus psychos and freaks, this joker is trying to stop the show. As Aero, you'll take them all on and clean up their act.

Battle Under the Big Top

Starting at the Circus World, you'll battle your way through Acts One through Five by finding and jumping on platforms, searching for a key to rescue your gal, Ariel, leaping through hoops of fire and turning on light switches. You'll use your main attack, the DrillSpin, to decimate enemies, your hover (Aero is a domestic bat and can't fly for long) to check out danger above and below, and Magical Stars that

you've collected to clear the way. This busy bat will also blast out of a cannon, ride balloons and unicorns, climb bubble machines, and bounce on see-saws, trampolines and teapots before the big top comes down.

The other worlds are the Funpark, the Woods and the Museum of Horrors. Each world (except the Woods) adds a Boss Act and Bonus Stages (if you find the Bonus zone) so your lot of areas to master. Hidden rooms with tons of power-ups, lives and points dot the various landscapes. You'll find seeds of extra Aenos, receive free Aenos for points and get three continues before Game Over. Search each area carefully and Aero will be right on target. Aero the Acro-bat is a solid platform cart with good art, bluesy circus music and lots of different things to do in every stage.

Start:
Press to start game play
Press to pause game play

Button A: Throw stars (as available)

Button B: Jump; Activate Cannon; Press Twice to drill while in Air

Button C: Hang on Tightrope; Hover

Button C plus any control pad direction: Look

Button C and Down while on ladder: Slide

D-Button:

Down: Duck, look down, climb down

Up: Look up, climb up; Hover while in air

Left: Move or push left



An area with a circle of spinning stars warns you to somewhere else. Watch collecting power-ups and bonus items in your present area before entering.



Aero is an acrobatic bat. Don't forget that in addition to walking the tight-rope, he'll also hang from them to avoid enemies and to see what's below.



Not the antelope whenever possible. When riding, Aero is invincible.



Find a key to let Ariel out of the cage.



Over the skills out from enemies. Two Circus World bosses.

ERO D-BAT



Collect the **Items** Aces to get to the **Items** Stage. Each **Items** Stage has a bunch of good stuff to collect — if you live long enough. Go for the **1-ups**; even if you fail the stage you still get to keep them.



A faster way of descending that's not in the manual...press **Down** C as you go down ladders to make Aero slide.



Wicking this Jet coaster is a true test of your dexterity. Be aware that any touch of the **D-Button** will change Aero's position on the plan.



Some of the rides in the **Funpark** have a bad clown who will try to harm Aero.



A widgeon first — **hungee jumping!** In this area you need to collect keys while doing the **hungee** to continue on to the next **hungee** jump.



In the **Woods' Flame** Act, you need to leap over the short spikes and duck under the tall ones. Also it's good practice to always choose the left direction.



Search carefully for hidden areas, but remember there may be obstacles in the way that may harm Aero.



Always search the walls for hidden entrances. In this act in the **Woods**, go left for lots of great stuff and an extra Aero.



In the **Woods**, Act Two, you get to redefine the term **hungee**-rail. Don't try to use your **D-Button**; just concentrate on jumping at the right time.



In the **Museum**, use the **hungee** to pass enough height to leap between the spinning saw blades. As you're coming down, use your **DriftSpin** move to get through them.



The conveyor belts in the **Museum** don't all go in the same direction.



In the **Museum**, often the second statue in a row is a clown in hiding.



The final **Boss** Stage has you battling **Edgar** and **Zero**. You need to slide quite a distance and fight them at various heights while avoiding lots of additional pitfalls. Here Aero is pretending to be a rechargeable ball-bat.

Mazin Saga Mutant Fighter

OVERVIEW

Mazin Saga Mutant Fighter from Vic Tokai is a hard-hitting, one-player action game that pits good versus evil...man versus mutant...in a post-holocaust future. It's 1999, and evil bio-beast mutants are ripping apart the Earth's ecosystem. The humans need a hero to stop the mutants' onslaught...the sword-wielding warrior, Mazinger-Z. With his suit of bio-armor and slick ninja moves, Mazinger-Z battles bio-beast armies across the globe in six stages for 24 rounds of serious swordplay.



In Stage 1, you'll have to defeat the advancing Wilekai army one by one. Look out for the red-claw mutants—they have a long strike range. Pick up Force Chakras to restore your Power Meter.



The Stage 1 Boss will try to squash you when you're still small. His Achilles Heel is the weak spot.



Corado K7 is the Stage 1 Round Boss. Block his flameballs and aim by pressing Button A, then press Button B to deliver a vicious Sword Attack.



These cartoonish Shrimp-Bests in Stage 1 can knock you flat. Slice them into sushi before they can roll up on you.



This spitting supernatural Shira in Stage 2 will bewill you with a fake of fire. Jump in close when she stops and do maximum damage, then back out fast.



When you're in the calcinents in Stage 2, watch out for the leasers, gelatinous Mough monsters. Don't get stuck behind the pillars or they'll leech drain you. Take out the flame-throwers before things heat up.

✓ You gain a new set of swordfighting skills when you mutate in size. Use these full-figure moves in combinations to emulate the real Bosses.

Grant: button A

Sword Attack: Button B

Upward Slash: D-Button Up

and Button B
Sideways Slash: D-Button Away

and Button B

Kneecapper: D-Button Down

and Button B

Downward Stab: D-Button Down,

Away and Button B

Seesaw Jump: D-Button Toward

or Away and Button C

Jump/Upward Slash: Do the Seesaw

Jump. When in mid-air,

press D-Button Up and Button B.

Jump/Forward Stab: Do the Seesaw

Jump. When in mid-air,

press D-Button Away and Button B.

Mazin Saga is big on combo moves, including a separate set of attack moves you'll have to master to beat the heavy-metal mutant Bosses. The Boss levels are worth the price of admission, though. The Bosses are tough to beat, with special powers like electro-force blasts, and are full-screen arcade size and quality. Mazinger-Z mutates in size to meet each level Boss on equal terms—until you face the most deadly enemy of all, yourself! Stage 6 puts you face to face with Negative Mazinger, who fires a punishing force blast and who knows all your moves.



Shepherd, the Stage 2 Boss, is most vulnerable when he's in the air. When he's sampling toward you, knock him out of the sky with an Upward Slash by pressing D-Button Up and Button B. Keep away from his mace and Guard against force-blasts by pressing Button A.



In Stage 3, hit the D-Button Left or Right twice and Button C to Dash and jump onto Shira-Beast's paws to clear the bottomless chasms. Pick up the Crystals for extra points.



Dino-Best's powerful rushing attacks can slash you off quickly in the Stage 3 Boss level. Keep moving, jump backwards and stay out of the corners. Try to knock him out of the sky with the Upward Slash after he leaps.





Upon purchase of a

Sega CD™ system

there may be a few questions you ask yourself

about the future interdependency

of man and machine,

the emerging technological utopia,

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The CD now comes to your video screen. And it's carrying with it about 200 times more digital storage space than cartridges can. What this means is that with the new Sega CD™ game system, video games can now feature true video action of real people and real scenes. It also means that animation is crisper than ever. And Sega CD games can have more levels than are possible with cartridges. In fact, Sega CD is a real CD player that you can hook up to your stereo to play your music CDs. For video games, the Sega CD system uses this audio capability to create



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**Is controlling the fate of actual persons
with a small black box**

**foreshadowing a future when we are merely pawns
in some technical wizard's sick dream?**





GROUND ZERO, TEXAS™ In a smok! Teant laws, elerts designed as human rikation the planet. This TraVideo™ interactive movie game jets you at ground zero for incredible action. You control the plot and the future of mankind.



SEWER SHARK™ Full motion, real video. Interact one-on-one with one tunnel-jockey Ghost and the devious, fat-faced Slaughter, as you navigate through post-nuclear outer-reman sewer tunnels infested with frenzied, really nasty redneckish Reckoners™. Yerk, sounds like a blast.



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MAD DOC MCCRECK™ (American Laser Games) You get to try to outshoot real Western outlaws in exciting real video gunfights in this interactive saga of the Old West. This best-selling action game is now available on Sega CD. If you want to know what it "feels" like to be a cowboy, this is it.



Could artificial sensory stimulation
ever become so intense that
it requires extreme new levels
of personal protection?





ECCO THE DOLPHIN™ Acclaimed for its graphic achievements, this adventure genre centers to CD with more levels, an original CD-quality score and Quadrad™ 3-D audio which means it's an sophisticated only dolphins can hear it. Not



AIR STRIKE THUNDERSTRIKE™ (JVC) Sega CD's arcing and rotation creates the fastest action and most realistic scrolling terrain outside the arcade. This is the state-of-the-art 3-D helicopter simulation game. Or is it?



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FINAL FIGHT CD™ The brawling arcade classic with one-on-one levels of crowd-fighting action. A Sega CD exclusive for fighting game fans. But be careful because, as the name implies, this is a no holds barred fight to the very end.



Yeah...

to fend off everyone else who wants to play it.



JURASSIC PARK™ for Sega CD.™ Famed paleontologist Dr. Robert T. Bakker guides you through the challenges and dangers of the Velociraptor.™ Mince-style action and adventure with original music and QSound™

Talk about visual stimulation: Now you can experience retinaally intoxicating video and animation, and more playing levels than ever before possible. **Talk about audio stimulation:** Sega CD™ games with QSound™ blow you away with intensified music tracks and sound effects with 3-D sound processing. It puts you right in the middle of the action you're directing. So quit talking about it. You need to get down to the store and try out this system in person. Because while Sega CD may represent the future, it's up and running right now, with a new world of digital, interactive action games, adventure games, sports games and more.

Warning: If at first it's too intense, don't panic. Just hit "pause," coast to try, and remember how mellow video games used to be.



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Die Herd GAME FAN Magazine

"Sega CD's got ... a hundred-miles-per-minute, white-knuckled, rollercoaster ride! *Sewer Shark*™ is guaranteed to thrash you, your Genesis™ and your CD!"

GAMEPRO Magazine

"If you thought *Night Trap* was terrific, wait until you see *Sewer Shark*."

Glenn Rubenstein, At the Controls

"With *Dracula*," Sega is going to move a bazillion Sega CDs real quick, as this game truly does break new ground."

Die Hard GAME FAN Magazine

"This incredible version of *Final Fight*™ is finally available on the Sega CD! All the stages from the arcade have been faithfully redone along with a jammin' CD soundtrack."

Electronic Gaming Month

"The long-awaited CD version of the hit revolutionary game Ecco" ... (is) ... done with incredible QSound" ... the music is quite superb ... the sound effects are great ... It's for Sega CD owners everywhere!

Electronic Gaming Monthly

[illegible]

ZOMBIES ATE MY NEIGHBORS

OVERVIEW

Something weird is happening in the 'hood. Suburbia used to be blissful. Now it's being overrun by zombies. *Zombies Ate My Neighbors* by Konami is a wacky one- or two-player action title that is hilarious, silly, a little stupid and a lot of fun. Be forewarned: This is a game with a big challenge.

There are 55 levels of maze-like areas that require some thought to negotiate, made all the more challenging by hordes of zombies and other creatures who are out to ruin your day.



The object is to save your neighbors/victims and eat to the next level. Your main weapon is a machine-gun-shaped water pistol. During the course of play you pick up many, many objects and weapons, can pushwheels and squash a lotta monsters.

HOT HINTS

- ✓ In a two-player game, cooperation is necessary for survival. Clean out an area, share the items and weapons, and then move on.
- ✓ Configure your control pad from the Options screen so you know where your weapon and item buttons are. Remember you have to press the Select button and the Weapon or Item button to make a change.
- ✓ Your squirt gun is the best all-around weapon, but it is pretty worthless against tough monsters. The weed eater is awesome against rambles.
- ✓ Save your silverware for use against wastewolves.
- ✓ Pick up everything! You never know what will come in handy, or when.
- ✓ The clown decays works especially well against Stanley Becker, Chainsaw Maniac.
- ✓ *Zombies Ate My Neighbors* has many secret passageways. Explore even after you've rescued all the victims. Don't worry, you are not under a timer.
- ✓ Marlon hates tomatoes.



Are you gonna save the teacher who wants to give you an "F" or the cheerleader? The cheerleader is worth 1000 points; the teacher is only worth 10 points. Tough choice! Save 'em both if you can.



Who's who? These zombies look like yours truly, and can add to the general confusion. Remember: You're the guy in the 3 D glasses who can shoot. When in doubt, fire a few blasts.



To beat the big baby, save a Monster Petition for this special moment. Drink it and then spark away until the petition begins to fade. Then retreat and use your squirt gun from a position of safety.



Bazookas are one of the most effective weapons/items of the game. It will stop big, strong enemies and can also blast holes through crates, hedges and other barriers. And don't ever pass up a First Aid box. Zombies hurt!



Stanley Becker, the Chainsaw Maniac, is one of the toughest enemies of the game. Your squirt gun only gets him wet. It is worth using your bazooka to blast him away. Otherwise, run!



To open a shaft door, you need a skeleton key.



These toxic tumors are hard to beat, but you can stop them for a little while with a few blasts of a fire extinguisher.



Who are you calling a big baby? This is a 40-foot-tall terror who will flatten you or blast you with his hot U. It can be beaten back to size.



Use the fire extinguisher on the fireplace in Gr. Tangue's Castle, then stroll on through, Not T! Bad treasure gators, a Predator's Box and the last five victims.

CHUCK ROCK 2
SON OF CHUCK

OVERVIEW

First there was Chuck, the beetle-browed Neanderthal who belly-butts his way around in the Stone Age. Now... prepare for *Chuck Rock II — Son of Chuck*, the heavy-hittin' cave-kid with a club instead of a pacifier. In this one-player diapered sequel from Virgin Games, Chuck Junior has to toddle through six worlds and more than 25 zones to save his father from Brick Jagger. Dragging a giant club, Chuck Junior gets assistance from his jungle friends in a very funny side- and vertical-scrolling adventure.



Chuck Junior travels through Stone Age Suburbs, Wacky Waterfalls, Spooky Caves and Lava Trees in search of his pop. Armed with his club and a bottle (when this is empty, he runs out of energy), this Stone Age menace bounces on trampolines, surfs, rides on his

pals' backs and bashes everything in sight. You start with three lives and one continue. There are three sub-games (bonus areas) that you play to collect additional continues. You can also gain more lives as you reach certain point levels.



The second boss will send his minions to do his dirty work. Use your club to rebuff them.



Hides platforms abound throughout the game. If you can't find a way to get to a particular area — there is probably an invisible platform available.



Try hitching a ride on your pals. You climb on their backs by hitting Button A. This will get you onto higher platforms and across obstacles.



In the Spooky Cave area, jump around a lot to move your circle of light. This will let you see the areas around you.



Watch for falling items as you go up the Tree. Swing your club as you jump to the next platform.



The enemies in the Lava Tree aren't that hard to fight, but you won't have much time as the fire scrolls upward. Avoid them and move upward quickly.



Billy goats are great climbers.

HOT TIPS

- ✓ The most important hint is to *control* your swinging. Keep Chuck Junior's club moving at all times. When you won't be able to distinguish enemies from friends... swing first, ask questions later.
- ✓ Chuck Junior's friends often receive that you do something in particular before they help. With Tarby the Tiger, you can only climb on his back when he's not looking. Sneak up on him when his tail's not moving.
- ✓ Bash a water hydrant and a lot of water shoots out, killing all enemies in its path.
- ✓ When Junior dies, wait for a safe moment to restore him to life. You can wait all week if you wish.



When battling the first boss, wait until he starts to curve his head before you dive out of the way. When his head comes down, deliver multiple blows to his thick dice stick.



This is the River Race events area. To win this one, hit Button C as fast as you can and push the D-Button Right.



In the Fire Sea area, there is a particular pattern to the way the pigs attack you with the fire. Watch for the pattern first, then duck in and smash them with the club.



All the birds can be broken by the club. When they're released, they'll attack you.



In the Steam Pipe area, swing your club at each valve to try to turn it off.



Bash the bananas forward until Maud the Monkey is in position for you to climb up from her back.



In the first Donkey Kong level, bash all the apples off the tree. Start immediately on the left and work your way right.



Take the diapered-wonder surfing to avoid the spikes in the Wacky Waterfall region.



In the third and last Donkey Kong level, carve a statue of your dad by bashing the areas of the rock that will move.

- ✓ Fright 'Ems come in three varieties, Automatic, Manual and Interactive. Automatic Fright 'Ems flash blue. Jump in and out, and they are ready to scare. Manual Fright 'Ems flash yellow. Jump in and wait for a Sardini to approach before activating. Interactive Fright 'Ems allow you to control an object for a short period of time. Look for a green flash.
- ✓ You're a ghost, and ghosts run on Ecotoplasm. Run out and you have to venture into the Dungeons to find more.
- ✓ The more times you scare a Sardini in a room, the more Eco you can collect when they flee.
- ✓ Red Eco is the mark of a spell. Be sure to pick up the spells in the Dungeons.
- ✓ If you are low on Eco, use the Eco-Extra spell.
- ✓ Use Interactive Fright 'Ems to steer the Sardins toward the room exit.



OVERVIEW

Who said dead kids don't wear leather? Polterguy does, and he's about the hippest Eco-lovin' teen ghost ever to haunt a house. **Haunting Polterguy** from Electronic Arts is a one- or two-player action game that puts you in the green teen's ghostly hightops to scare the nasty Sardini family from four different homes.

Your main means of inflicting horror are hundreds of common household items, called Fright 'Ems, which you jump into to arm or control. Turn a bedframe into a fire-breathing monster. Make a pair of pants stalk your enemies. Anything that flashes when you are near it is a Fright 'Em, and anything goes. You also have the ability to use some truly hair-raising spells. Collect Ecotoplasm from deep, dark Dungeons and battle Eco-Beasts with swift, ghostly kicks. Survive to the end of the game, and you may even get another chance at life.

The Sardins cursed you to be in your present state of ghostliness. This is your big chance to even the score, and have some laughs in the process. The name of

the game is fright. And fright has never been so much fun.



Press the Pause Button to find the location of the Sardins in any of the houses, and to view their fear level. Each house has a different layout.



The object is to drive the Sardins out of the house.



Bedframes and guitars are two Fright 'Ems that work well on the Sardins! heally see, Tony.



Watch the beams above doorways for both Automatic and Manual Fright 'Ems.



Load the bathtub in the second house's master bathroom to give Vito a hissy, brightening surprise.



Garages...with their power tools...contain the most gruesome Fright 'Ems.



Look for red Spell Ecotoplasm in the Dungeons. When you see it, grab first. Red Eco evaporates quickly.



Eco-Beasts can be beaten by Kicking. They are strangely attracted to the handing of the Sardins' dog.



Clear the last house of Sardins and you have one big surprise left. Fido? Fido?



Collecting Ecotoplasm in the Dungeons calls for quick reflexes. If you want to get it fast, if you wish to be cautious, wait for legs to fade...and Eco to shrink...before you pick it up. You be safer, but will spend more time in the Dungeons.

The Addams Family™



Each room has its own secret. Beat the clock, and you get a password.



Look for a hidden staircase to the routine, beat the clock.



You'll find these extra lives in the secret room near the chimney. Stock up before trying the levels within the house.



Use God Balls to take out the enemy at long distance.



Penguins may materialize as you walk across.



Outside the Mansion, use the Fox-Copter to fly to a real full of gaudies.



Where there is a wall, there is a way.



Jump through the gutterlike while it is rising, not once it has fallen.

OVERVIEW

Go ahead. Get a tall, ugly guy to play your harpsichord. Look like someone just died and snap your fingers twice. It's time to pay a call on *The Addams Family* on your Genesis from *Flying Edge*. You assume the role of the Addams Family patriarch, the intrepid Gomez Addams, in a mission to rescue Morticia Addams from the Underground Vaults of the Addams Family Mansion.

The game play is straight action with a comic bent. You'll find that the mansion rooms are big and fairly complex, with graphics and enemy antics that will appeal to a wide cross-section of gamers. Gomez's main means of attack/defense is to jump on his enemies' heads. He can throw golf balls, when you find them, and use other objects to run, fly, attack, etc.



Use the head of a Penguin to bounce high enough for a shield.

HOT HINTS

- ✓ Gomez is all heart, or actually two hearts to start the game. Each hit takes away one heart.
- ✓ Busting the end-of-level bad guys will give you an extra heart, up to a maximum of five.
- ✓ Going back through the secret door does not always lead you back to the same place. This is especially true for Chimneys.
- ✓ The game is loaded with hidden rooms full of money and extra lives. This is a good game for searching out hidden things.
- ✓ If you lose all your lives and get to the Continue screen, walk all the way to the left, past the Continue door. You'll enter a secret room with four extra lives.

ROBOCOP 3

OVERVIEW

Slam your Genesis into action with the cyborg cop of steel, RoboCop 3 from Flying Edge, the supercop pounds law and order back into the Motor City, taking on criminal missiles, flying motorcycles and more thugs than you'll find in a '40s gangster flick. The graphics and sound effects are great, but the game is intensely difficult, even in Easy mode.

NOT YET
RATED

RoboCop 3 takes place in Detroit, 1999. The city is under siege by evil villains and a street gang on the loose. RoboCop has to subdue both of these evil forces, along with an army of deadly flying robots. You'll be on your way through city streets, up high-rises and through an auto garage infested with robots. Then wrap on your experimental jet pack to blast away monsters and flying motorcycles. After cornering the thugs in an abandoned church, you'll have to find the keys to escape. But your escape route — a rat-infested sewer — poses a deadly menace. The ultimate battle with your biggest foe awaits at the end. Battle your way to enemy headquarters to face the powerful and evil mega robot OTCOM.



RoboCop's experimental jet pack has an attractive power supply, so you won't run out of ammo. Drop bombs on the missiles coming at you and hit the flying bikes with bullet fire. Grab the Weapon and Energy power-ups. Hit the flying boss with everything you have, and keep away from its explosive blasts.

HOT HINTS

- RoboCop has a large arsenal of weapons, including a triple shot pistol, laser rifle, flame thrower and a missile launcher.
- Pick up the housing P power-ups to get new weapons. Each weapon has its own ammo supply, so switch to the one you need ammo for before you pick up an ammo pot.
- Don't let the flying robots run into you. They will quickly drain your power.
- Use lasers against bazookas and robots.
- RoboCop has an automatic shut-down sequence. Finish the level before his time runs out.
- Jump and hit OTCOM in the air. Keep away from his sword.



These wrecking balls will grind you into dust. Run past them when they're on the way back up.



The can full of bazooka lighters can be cut down with a barrage of laser fire. Hit them in the air, when they jump toward you.



Shoot up between levels at your enemies in the abandoned church. You'll have to blast through walls and find the keys. Jump over the crumbling floor to get the first key, and use the second one to unlock the door to the sewer.



Check out RoboCop's weapons and ammo supply. This screen also tells you which weapon is currently selected.



Shoot straight up to take out these flying robots. Jump between the shifting plates carefully to avoid falling to your doom. Look out for the weak robot.



Use the triple-shot gun to hit enemies flying at you from windows as well as on the ground.



These robots at the upper side of the high-rise take two laser hits to destroy. Let them fire at you — you'll take less damage from their bullets than if they run into you.



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ALL-NEW 16-MEG MAYHEM!!

OVERVIEW

Dizzying heights, crazed villains and out-of-their-mind psychos. You'd think that a game with all these would have you hanging by your fingernails. *Cliffhanger* from Sony Imagesoft doesn't quite hit that lofty mark, though it is a solid action title. Based on the movie of the same name, *Cliffhanger* features seven levels of high-altitude punch, kick, climb and run button-pounding as you fight it out on the snow-covered mountains with Megalo-maniac Quaken and his band of fugitives. Intermittent screens give you the storyline.



Find this battle-looking Jee and you'll discover that he likes to pitch boards. Stay out of reach if you have a gun or can throw a knife. If not, Flying Kick over the boards, then move to safety and repeat.



He may have muscles, but he can't swim. You have some character control while in the air. Watch your shadow to make sure you don't leap too far, not take an icy...and little-looking...plunge.

CLIFFHANGER™

Cliffhanger is an action-fighting game at heart, with tricky running and jumping thrown in for good measure. Your main moves are punches, kicks, spinning punches and kicks, and jumping punches and kicks. You can pick up and use guns and knives. At the end of each level you get to warm yourself by a fire and restore your energy. The seventh level puts

you against Quaken in a helicopter balanced on a ledge, ready to fall off the mountain.



Natural disasters challenge your running, jumping and timing. To stay ahead of the avalanche, you'll have to dodge saw reindeer and jump logs, zigzagging back and forth. Watch your shadow for landing clues.



The game will stop scrolling when enemies are due to come on screen. Move to the right side of the screen and attack as they appear.



At the top of a jump, press Button B to execute a Flying Kick. A Flying Kick is the best long-range knife in an attack. You can also use it to jump over a knife.



This particular enemy combination pits you against a bad guy who gives you a bear hug and one in a black top who charges from side to side. Kick the charger in the short second that he passes, then direct your attack at the other. Don't let them pin you against either side of the screen.



The gun will give you 11 multi-shot bursts. You will need at least two shots to beat the stronger enemies. If possible, use the gun to keep them at a distance.



Press and hold button B for a Spinning Back Kick. The Spinning Back Kick is the safest initial move to prevent enemy loss. You'll need two to disable this bad guy. Don't move in for the kill since you have decked him the first time. Let him come to you.

HOT HINTS

- ✓ *Cliffhanger* levels are on a sled. The key to surviving each round is to defeat each enemy without losing energy in the process. This means memorizing enemy attack patterns, and reacting accordingly.
- ✓ If you pick up a knife, you can throw it by pressing Button B then Button A.
- ✓ Only use the Super Kick when you are desperate, as it takes extra energy from the energy bar.
- ✓ If you are shot while climbing or descending you'll take a brief moment to recover, unless you are using Button A to move more rapidly.

Mad Dog McCree

Shooting Game



HE'S HERE, ON SEGA CD
If you don't find him, he'll find you!



Mad Dog McCree is known worldwide as one of the highest rated arcade games and is the first interactive shooting game with real live motion picture action. Mad Dog and his men have kidnapped the town's mayor and his daughters. To save the town, you will be challenged by a saloon full of outlaws, a hair-raising bank robbery, gunfighters, a slew of Old West ambushes, and Mad Dog himself. Mad Dog McCree is the first of a series of exciting Mad Dog adventures.

*The Arcade
Smash Hit by*



**Live Motion
Picture Action**

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OVERVIEW

A-Ten-HUT! Fall in, troops. General Chaos from Electronic Arts brings you one of the world's most consuming pastimes... War! This one- or two-player game of paramilitary pandemonium has something for just about everyone—speed and physical challenges, quick thinking and careful strategy, courage and ruthlessness, grim determination and old-fashioned dumb luck. Fight as one of two bitter enemy countries, Moronica and Vicoria. It's just plain mayhem and really great fun.



You choose to lead the fight with either General Chaos or General Havoc in a battle for turf that will lead you from the shores of Moronica to the capital of Vicoria. Go to Boot Camp to learn your battle tactics, choose to play against the computer or the champ of your choice, select your squad type and experience the joys of explosive combat.

The most important facet of General Chaos is your Squad Selection. Before you select your squad, you should first see if the attacking army has any special orders for the upcoming battle. This helps you decide which of the four available squads is best-suited for the military mayhem you will create.

Choose from the Assault Team, the Demolition Squad, the Bruce Force Squad and the Commandos. Each squad has a unique combination of arms and personnel. The personnel are the Gunner, who sprays lead, the Chucker, who lobbs grenades, the Scorchier, Mr. Flame-thrower himself, the Launcher, who has a long-range bazooka, and the Bomber, who is dynamic at creating chaos.

You can individually control each troop member's movement and attack. Medics are available to minister to battle injuries. The violence in General Chaos is quite strong, but censored enough to take the edge off for all but the most squeamish.



In the battle for the capital, collect your plunder first, then worry about troop placement.



Keep track of the havoc you create with the stats from each battle.



Boot Camp is your training ground. Use it, soldier! It's not only instructional, but also quite funny.



Class Combat happens when two opposing troops try to inhabit the same space. You punch with Button A, kick with Buttons B and black with Button C. Pressing the Q-button to which attaching directs the view; long; Q-button down directs left; and not touching the Q-button will deliver a mid-level hit.



If you are a "no puns, no play" type, you'll enjoy trying to win by using your two-man Commando squad. It may be dumber, but worth the havoc you can create.



In the Squad Selection screen, weapons and personnel combinations change from battle to battle for individual squads.



In the Swamp War take the battle to your enemy. Don't wait on your side of the water for the enemy to come to you.



Some battles have Special Objectives, which require you to protect or destroy a particular item. In this case your objective is to take out the train. You do this by placing your blasters and Chockers near it. They'll blow the whole thing, though it will take multiple hits to destroy it.



Think strategically. What would General or Patton have done? For that matter, what would Caesar have done?



PLAY IT IF YOU DARE



Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Sega platforms.

SONY



IMAGESOFT



The Adventures of ROCKY AND BULLWINKLE AND FRIENDS™

OVERVIEW

They are TV's oddest crime-fighting duo, which could be why the fast-flying squirrel and the slow-talking moose from Frostbite Falls are delighting a new generation of cartoon-crazed kids. Playing *The Adventures of Rocky and Bullwinkle and Friends* from Absolute Entertainment is like inviting the whole gang into your living room. This one-player action game has the familiar quirky feel of the cartoon series. You can almost hear the announcer's voice and the bad accents of the spies, Boris Badenov and Natasha Fatale. Plus, Rocky and Bullwinkle rounds up Fearless Leader, Snidely Whiplash, Dudley Do-Right, Nell Fenwick, and even Mr. Peabody and his boy, Sherman, and the Way Back machine in cameo appearances.

The Main Game takes the intrepid moose and squirrel across three worlds and seven levels to recover treasures that were stolen from the newly opened Rocky and Bullwinkle Museum. Their exploits begin high atop Whynatchitoka Peak, continuing the bottomless belly of the whale. Maybe Dick, then head back on dry land into the heart of spy central, Pottsylvania. You play the first two worlds as Bullwinkle and the last world as Rocky.

There are also two Minigames you can play to win an extra life in the Main Game. The Minigames are worth the three chances you get. One game lets you play as Sherman, lost boy to Mr. Peabody, in a brrblegum-blowing battle against a dragon. The other game pits Dudley Do-Right and his sword, Horse, in a duel against Snidely Whiplash and his iron horse to save the fair Nell from Snidely's evil machinations.



Use Bullwinkle's headlights to smash breakers as he scales Whynatchitoka Peak. Toss moonberries at the bothersome birds.



In Whynatchitoka Peak, get the moonberry power-up on the mountaintop where the cat is. Headbutt the cat to momentarily stun him (you can't hurt him), then collect all the moonberries to restock your ammo and earn points.



Watch out, Moose! The groups of planks on the bridge in Whynatchitoka Peak are sure to stand on, but some of the single boards will break under your weight.



In the caverns of Opisthodon, wait until the Metal-Munching Moon Mouse's back is to you, then headbutt the hamcrank off its back so it can't chase you. Time your jump over its head, though, as its long neck still stretches upward.



In the other Minigame, Dudley Do-Right and his faithful steed, Horse, race Snidely Whiplash and his iron horse. Watch for caution markers that indicate high and low obstacles (like railroad crossing gates, tree branches, broken track and water tower pipes as Snidely tries to run you down). You get three chances to win.



It takes three throws to knock Boris off his rocky perch. Watch out for the pines he's testing.



In one of the Minigames, Sherman shoots sticky pink bubbles to shut the fire-breathing dragon's mouth. Run in close to the dragon after he spouts fire, shoot upward, then run to the far right. The bubbles will deal at an angle.



Looks can be deceiving. The small floating ledges in Opisthodon will carry a mouse's weight, but some of the larger ledges will break at an angle.

HOT HINTS

- ✓ Bullwinkle headbutts obstacles that get in his way and tosses moonberries. Rocky does a dizzying tailspin and zings acorns at bad guys. Grab all the moonberries and acorns you can. They are ammo...plus earn you points.
- ✓ Grab 15 yellow moonberries and you earn an extra life.
- ✓ Look for Energy Outlets hanging in the air just above your head and in out-of-the-way places. They restore your health meter.
- ✓ Play one of the two Minigames before you start each new world in the Main game. If you win, you earn an extra life.



Jump to avoid the UFOs and the ground fires. Three hits with bulletproof and you win an extra life for the Main Game.

WILD THING



Disney's
Beauty
AND THE BEAST

Roar of the Beast

Unleash the untamed power of the Beast! All of his rage and fury are yours to command. Protect your castle from sinister monsters, vicious rats, bloodthirsty wolves and the wicked Gaston. Summon all your strength. Because to free yourself from this inhuman form you must win every battle or be doomed to remain a beast forever.



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GIVE YOUR GEAR A



Taste Victory or eat Asphalt!

Hang on for the meanest motorcycle race in history! Strap on your helmet, kick start your bike and get ready to feed your opponents some major dust. This ain't no racetrack, it's the open road, and your only guardrail is the white line. To make matters worse there are no rules! Your opponent's idea of fun is to shave you into oncoming traffic! This is the most dirty, unwholesome and illegal race there is. Killer!



Muscle your way past 14 rotten rivals, and keep an eye out for the cops.



Something's Fishy!

As fishy superspy James Pond, your mission is to keep evil Dr. Maybe from staging a major meltdown at the North Pole. His ballistic penguins are set to level the toy factories in no time flat. Luckily, you've got a secret weapon, a righteous Robasuit, with indestructible armor, unlimited upward stretching and simply super stamping ability. Don't take Maybe for an answer!



You'll need to pilot planes, cars and even bathtubs. Bring your license to thrill!



They've Got the Death Star, But You've Got the Force!

Experience the galaxy-blasting epic Star Wars like never before! Take arms with Luke, Han and Leia as they tackle the Lord of the Dark Side himself, Darth Vader. Make your way through 15 galactic areas with 23 stages. Thrill to digitized, animated sequences. Bomb through Jawa territory. Duck the Death Star's deadly stormtroopers. And through it all... may the Force be with you.



Choose Luke, Han or Leia, each with their own weapons and moves.

KICK IN THE REAR!



On 5 different road courses and 5 tough levels, it's no guts, no glory.



Take your pick of 8 heavenly hogs. It's a biker's dream come true!



Keep the needle at 140 per if you want a chance at the serious dinero.



In 64 different areas, you've gotta find out what's naughty and nice.



Chowder the Doctor's soldiers on land, and in the water and air.



Rescue the toy factories from certain doom. Tell Maybe, "No way!"



Tear through the Yotosine desert in your customized landspeeder.



Mix it up with malevolent jowas, stormtroopers and sand people.



Thrill to super fast TIE fighter battles in first-person 3D graphics.

**MORE MEMORY
MEANS
MORE ACTION!**



NINTENDO 4 MB

OVERVIEW

Happy! Happy! Joy! Joy! The stars of Nickelodeon's hit animated series, *The Ren and Stimpy Show*, Ren Hoek and Stimpy bring their hilarious, weird mix of gross-out comedy to the Game Gear in the *Quest for the Shaven Yak* starring Ren Hoek and Stimpy. The hairballs and insults fly in this one-player action/adventure game as Ren and Stimpy try to save the hallowed tradition of Yak Shaving Day for posterity...or just for the chance to meet their true hero, the Great Shaven Yak.

You are on a mission of mercy to return the Hooves to the Great Shaven Yak, who lost them on Yak Shaving Day. You can play as either hot-blooded, bug-eyed Ren, who tosses insults as quickly as the toothbrushes he's armed with, or plodding, innocent Stimpy, who hurls hairballs to truly repel his enemies. You have unlimited ammo, and will also find other special weapons such as Soap, Toast and Remote Controls that will help you out of jams.

Quest for the Shaven Yak spans five levels, with multiple sublevels in each level. From the Blacker Than Black Forest, you hazard the Stinking Dry Desert, journey to the Stinking Wet Bayou, scale the peaks of Perilous Mt. Hoek, then travel to the Great Frozen North. Cry-baby bears, bombardier buzzards, swamp snakes, and even treacherous weather will hamper your quest for the Shaven Yak. Secret areas abound in the levels, so be on the lookout for platforms

that magically appear to transport you to them. Some of the caverns also have hidden rooms with prizes, so take your time in each area and be thorough.

One thing to notice as you're playing: Ren and Stimpy each have special abilities (for instance, Ren is lighter than Stimpy and can cross some platforms that will break under Stimpy's weight). In some areas, it is better to play as Ren, while in other areas, Stimpy has the advantage. You can change characters at each level once the character you are playing loses all its hit points. Each character has three lives, so test each one to see who is the better choice for that level.

Quest for the Shaven Yak has a password save feature, so you can stop to do the "Happy Happy Joy Joy" dance after you've completed a level. Help Ren and Stimpy save the great tradition of Yak Shaving Day...and get in a few guffaws from their many gross-outs. The Search for the Great Yak begins!

HOT HINTS

- ✓ The special weapons shoot in patterns. Soap shoots in a circular pattern. Soap shoots upward at an angle and the Remote Control shoots in a few straight lines.
- ✓ Jump on the canoe platforms that magically appear. Moving them to the top will reveal extra areas and prizes.
- ✓ Ren jumps a lot higher than Stimpy, but Stimpy jumps farther.
- ✓ Special prizes in each level will add one hit point to your health meter. Look for the Toasties in the Forest, the Candies in the Desert, Boots in the Bayou, the Roast Chicken in Mt. Hoek and Waffles in the Frozen North.

The Blacker
Than Black
Forest

Press the screen, then hit Start and you will catch Ren sheepishly scratching while Stimpy works on tilting up his spit jar.



In all the levels, always explore the lower ledges of hillsides when you're riding logs. Prizes like this TV usually are hidden there.



The Walking Croak-o-stimpy is a super secret 1-up that appears when you least expect it. Shooting at him won't work; you must do a special move to get the 1-up.



Waffles will pop out of the ground and charge you after you cross the wooden bridge.



The trees are filled with noisy woodpeckers and spiny tree lobsters. Listen for the woodpeckers' loud hammering before they attack. The tree lobsters will attack you only when you are on the branch beneath them.



When you get to the second set of cliffs, watch for the magic canoe platform to appear. It will carry you to the top where two TV prizes are hidden.

Quest
StarRen
Hoek



The porcupine's tough hide is impervious to your hotballs. Jump over him, but watch out for the spikes he'll shoot at you.



This big boar is really just a cry-baby. You can't make him move, but if you shoot him, he'll cry great big bear tears. Jump over him while he's sobbing.



The Happy Helmet gives you limited invincibility.



The level 1 boss has razor-sharp claws. He will jump over you three times, then charge. Direct your shots upward when he's jumping over you, hitting him constantly. Jump when he charges you. It takes a good many hits but eventually he's all washed up.

The Stinking Dry Desert



The small green cactuses shoot prickly needles.



Watch out for overhead attacks from egg-bombing wallrunners.



The Scap special weapon will let you shoot bubbles at an upward angle. Make sure you're in the proper position.



This cool glass of lemonade is a mirage. When you get too close, it turns into a scorpion. Shoot it first.



This skeleton will come alive and charge you. Send him back to his grave before he makes you join him there!



Jump over these whirling cyclones. They will also snark up from behind you.



It's best to let sleeping dogs lie...especially when they're dead. Jump over the bone he's tossing at you. He won't charge you.



Go on out of the rocks all around you in the caverns. Take your time.



In the lower caverns past the spiders, the oil drops will grow legs and chase you. You can't hurt them, so just jump over them.



Some of the goysers will shoot bursts at you. Is it time for your Saturday bath?

for the Shaven Yak



May the Force be with you and your Game Gear when *Star Wars* comes to the small screen! This terrific cart from U.S. Gold brings the Rebel Alliance to your Game Gear.



You start the game as Leia, but play as Luke and Han Solo in later levels as you fight to save the Rebel Alliance from the Empire. As Leia, you have the secret plans to the Empire's ultimate weapon, the Death Star. Your mission is two-fold: Find R2D2 to send him in search of General Obi-Wan Kenobi, then try to escape home with the plans.

Star Wars Technology

To win you must gain a 100 percent rating by undertaking certain challenges. Challenges vary from picking up the Lightsaber to passing an asteroid belt in the Millennium Falcon. Each challenge you successfully complete earns you percentage points; the percentages increase with the danger and difficulty of the task.



Shoot constantly, no matter where you are or what you are doing. Often there are enemies you can't see yet, but can hit anyway. You have unlimited ammo...use it!



In the second level have Leia wait on these rocks and shoot the Jawas as they bounce around.



There are talking gates in the Sandcrawler area. Avoid them by timing a running jump through them.



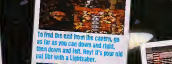
Han has a stronger blaster than your other members. Use him when greater power is required.



The first level requires that Leia find R2D2. Do this by having her for as you can in each of these directions—up, right, down, then right again.



There are extra lives for Leia throughout the different stages. Any player can pick them up for her.



To find the exit from the canyon, go as far as you can down and right, then down and left. Hey! It's your old pal Droid with a Lightsaber.



Don't go in the cantina immediately. Instead, head right and collect your blaster power-up. Then enter Exit and do it again until your blaster is at max power. Then go into the cantina. You'll find Han Solo on the deep right, but best you'll have to do a running jump over the silver-blue enemy.



When you are in the area outside the Sandcrawler, stay low. Everyone shouts at you from off the screen. Move very slowly, shooting constantly, and you will hear the enemies get hit.

VIEW

In a fierce battle against the evil Galactic Empire, join Princess Leia, Luke Skywalker and Han Solo in this very challenging one-player action/adventure game with 20-plus levels that test your game play talent.

Picking up the Lightsaber, for instance, earns you 3 percent, collecting Han Solo earns you another 3 percent and passing an asteroid belt in the Falcon earns you 10 percent.

During the course of the game Luke will get his Lightsaber from Obi-Wan, all will have their weapons powered-up numerous times and all will be able to find extra lives for Luke. You will receive assistance from Obi-Wan, C-3PO and R2D2, but only the three rebels will be able to function as team leader.

Star Wars is very big in scope and changing game play. There are flying levels, shooter levels, maze levels and levels that will test your jumping control. Star Wars offers plenty of challenge and will keep you interested enough to play it again if—and when—you do complete it.



This is a boss stage after the elevator area. Stay on the right and climb one of the two ladders, avoiding the gun shooting down at you. Then leap between the two ladders, while firing at the eye in the center of the power puzzle. Throw your shots so you are in between the two ladders when firing.



This second sample has so not stranger enemies. Use them, then leap over the last enemy on the first floor. He's very strong and not worth the battle.



The elevator maze stage has plenty of power-ups. All you need to do at the outset is find the entry to the computer room so R2D2 can interface.



This is the map R2D2 will show you after you have found the computer room. Look closely and you'll notice that the green characters are elevators. Ride your way on out.



Catch a ride to the Mos Eisley Spaceport on a hovercraft.



This is your old mentor, Obi-Wan Kenobi. In addition to offering sage advice and giving you the Lightsaber, he can use the Force to revive Han and Leia the times each during the course of the game. Use the lives wisely.



After the power supply belt room, you need to find your way out of 11th race...but don't forget to check the doors to collect Princess Leia. Forget her and you won't collect 5 percent-age points.



Catch extra speed off the conveyor belts to get a very high running jump.



To kill this green guy, shoot it a few times, then switch to Luke and his saber. One shot and he's done.



The asteroid avoidance level in the Millennium Falcon is pretty easy. When you move up or down, immediately follow it with a movement to the right or left. If you stay left or right, follow with an up or down movement. You are on a short timer and you'll only take a couple of hits this way.

JOURNEY FROM DARKNESS STRIDER RETURNS

Strider fans, take note. Strider Returns brings the master sword-wielder to the Game Gear. This five-level, single-player action hit from U.S. Gold will have you fighting the Evil Master and his robots to keep your planet from being turned into a black hole. Somewhere in the bargain you can hope to save your girlfriend, Lexia.



The Castle Metropolis



Look carefully for the ropes you can climb as the Castle Metropolis level. There are pulleys with ropes attached that disguise the visible ones.



Jump and swing your sword to throw these switches. There are two in the Castle Metropolis level.



Jump and slice at the Copter boss and he's a goner.



The best way to take out the Phoenix boss is to wait for his strafe-run, then tag him with your sword while limiting your jumps to avoid his napalm.

The Forbidden Forest



Against the first minor boss in the Forbidden Forest, get in close and use the sword while jumping missiles. Avoid his explosive death throes with a big leap as the fire goes on.



There is an enemy heart on the lower left after the second minor boss.



Leap to the right from this elevator platform at the highest point possible along the yellow caution strip. A leap jump to the right will get you across.



This is the final boss in the Forbidden Forest area. Show him the door by jumping and hacking at him with the sword.

HOT HINTS

- ✓ You start with five lives and one continue at three additional lives. You can get extra continues for every three orbs collected. Orbs are often found in areas outside the normal game path, so search carefully.
- ✓ Throughout the game, keep firing shurikens at enemies off-screen. You won't heal them, but your will is enough damage so that they are much easier to defeat when they do appear.
- ✓ Never leap into any open holes.

- ✓ Enemies reappear if you hack up and move forward again. Keep moving forward to avoid the pit.
- ✓ When climbing, always take a jump away from the wall to see what's happening to your right or left. Remember to hit the D-button forward to return to the wall.
- ✓ In open areas, jump forward to see what is ahead of you. Search all areas for extra orbs to gain additional continues.
- ✓ Your sword is more powerful than your shurikens. Get in close to use it on enemies as often as possible.



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...KICK DR. MACHINO'S™ BUTT!

I'M GONNA
CLEAN UP THIS
WORLD YET!

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November
Includes Free
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KICK BUTT!

The first and only Genesis™ character who *really* talks . . .

Awesome Possum is here to clean up the planet and put dirt-bag Dr. Machino and his chainsaw-wielding, environment-wrecking robots in their place — out with the rest of the garbage!



SEGA

TENGEN

OVERVIEW

Desert Strike, the popular action/adventure game that brought the Middle Eastern struggle into your Genesis home front, now moves to your Game Gear battle zone.

NOT YET RATED

Desert Strike for the Game Gear, from Domark Software, features smooth controllability and complex missions that score big on the little screen.

You're an ace pilot training a state-of-the-art chopper armed with a variety of missiles and guns. Your mission: To wipe out the Desert Madman, lock, stock and barrel...before he unleashes his deadly and dangerous nuclear attack for world domination.

You will fly four complex campaigns of increasing difficulty. In addition to taking out radar installations, blowing up command centers and capturing enemy commanders, you will also have to rescue hostages and POWs, and do some mighty fine sharp-shooting to prevent the world's largest oil spill. Your chopper is equipped with an Overview Map, detailing enemy targets and supplies—but some of your supplies are behind enemy lines. Get set to fly the not-so-friendly skies!

HOT HINTS

- ✓ Your guns have a longer range than missiles. Adjust your position whenever you use them.
- ✓ When rescuing hostages, MIA's and POWs, your max load of passengers is six. Drop off passengers at safe landing zones, then pick up the rest.
- ✓ Check out the enemy's military equipment on your mission map and information screen. Info such as the equipment's armor rating will tell you whether to use your missiles or guns to take it out.
- ✓ Always take out the enemy's radar sites first. When its radar is active, the enemy has increased range.
- ✓ Do your missions in the order given. Those are your orders.



The airfield is patrolled by 250-25-4 tanks. They are well-armed and can do massive damage.



Watch for on-screen indicators and warnings such as low order. Proceed with caution.



Capture the Madman's Commander after you take out the Command Center. He knows where the intelligence agent is hidden.



Locate fuel dumps and ammo crates with the Overview Map. To pick them up, just fly over them. A which will automatically lower.



SCORE	10000
MISSIONS	1/10
TIME	1:00
LEVEL	1/1
SCORE	10000
MISSIONS	1/10
TIME	1:00
LEVEL	1/1

Press Pause twice to monitor your fuel and ammo supplies, armor rating, and other mission-critical information.



In the Nuclear Storm mission, you must seal off the tip of the oil pipeline to prevent the oil from spilling into the ocean...causing massive destruction.



In the Air Superiority campaign, the radar installations are heavily protected. Come off 'em with your missiles blazing, then swoop out to locate more arms.



In the SCUD Buster mission, you must rescue hostages from the towns that are under siege. First open the jail and the hostages will run out.



Review the Behavior Map as soon as you start your mission. Press Pause to see the first map, then press B-Button Right to scroll through the other maps to see the locations of enemy targets, landing zones, and fuel and ammo supplies. Press B-Button Down once to get information about your mission, then again to get your mission status.

If this were a perfect
world you'd be all thumbs.
That way you'd have more
moves, you'd have more
control, you'd have more
intense combinations. But
things aren't perfect. So if
you want all that stuff
you should either buy one
of our new arcade style

Sega™ 6-Button Controllers.



The Next Best Thing
To Genetic Mutation.

6-Button controllers
or start handling large
amounts of nuclear waste
and—well, hope for the
best. Personally, we'd go
for the controllers. They're
more reasonably priced
and a heck of a lot easier
to come by than a chunk
of plutonium.



6-button arcade pad™



6-button arcade stick™



ROBOCOP 3



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OVERVIEW

It's 1999, and time to swing into action as RoboCop in a hard-hitting adventure on the Game Gear. *RoboCop 3* Game Gear from Flying Edge offers plenty of crime-fightin' challenges for the tough-as-nails cyborg cop. You'll have to rid the streets of roving warriors sent by the evil company that's trying to take over the city and be on the lookout constantly for street punks and flying robots that will try to melt you down with laser fire. Your advanced weaponry and bio-armor give you the advantage you need to take on these high-tech hoodlums on your home turf. With timed levels, *RoboCop 3* is a fast-action cart that will make you wish you had cybematic thumbs!

NOT YET
RATED

HOT HINTS

- ✓ Grab on it power-up to restore your energy. Grab a P power-up to get more weaponry.
- ✓ Jump over enemy bullets, rockets and laser fire.
- ✓ Different weapons use ammo more quickly. Watch your ammo gauge carefully.
- ✓ Use the laser on faraway targets and switch to the flame thrower for close-in combat.

Watch the mini screen for time remaining for the level. The camera wraps, the ammo supply and how much damage you've taken.



Watch your back! Gunmen in the street will shoot at you from behind. Double back and take them out quickly.



These choppers are definitely unfriendly. Jump over them, then shoot them from behind, or they'll come after you.



This tank robot takes six hits to destroy. Jump on top of one of the crates and take it out without having it run you, or wait until it turns and tag it from a distance.



Hit the hexacopter fighters of the end of level one with laser fire in both directions.



The common at the top of the high-rise is blocking a Weapon power-up. Hit him fast while you're going up on the window-washing rig.



This big EO-209 at the end of the second level is friendly. It will help you shoot the rocket attackers coming at you at the end of the level.



Look out for the rocks in the crusher machine. You'll have to jump carefully on the conveyor belt, then onto the machine itself. Don't jump into the rocks coming down on the upper belt.



In the garage, jump on the car hoists to leap over the attacking robots. Attack the bladders with laser fire and jump over the ascending railfles.



Hit this Med Boss with everything you have. Watch out for the fireballs. Move from platform to platforms, and don't let him reach you.

**NOW ON GENESIS
AND
GAME GEAR!**

CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!

Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Ruffo for your golden sword, soar high above the

enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!



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GENESIS

GAME GEAR

SONY





YOU CAN BE THE VELOCIRAPTOR.

Only on *Jurassic Park™* from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. Herbivores had round, dull teeth for chewing plants. Carnivores had sharp, pointed teeth for chewing herbivores. Be careful! To them, you're just a snack.



At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp claws. Claws are no different. And no less dangerous.



The mouth belongs down, all right. The game invites you to join in.

Try not to end up here. The powerful jaws of the great-eater *Tyrannosaurus rex*. They had pointed, scissor-like teeth and really bad breath. Keep out.

IT TOOK 65,000 TO MAKE T

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



The reptiles that could fly the Pterosaurs. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.



At one time, all the continents were grouped together forming one supercontinent called Pangea. This may explain why dinosaur fossils have been found in so many different places around the world.

FACE TO FACE ON SEVEN DIFFERENT LEVELS.

Work your way through the Visitors Center, Power Station, River Walkway, Canyon, Finner Station, and Jungles of *Jurassic Park*.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?



ONLY AVAILABLE WHILE SUPPLIES LAST

e next level™



This is *Andes*. The fossilized ovals
 (out of an ancient tree. Have
 you got something you want to
 preserve for 65 million years?
 This is the way to do it.

Dr. Robert T. Bakker is a real
 paleontologist. He helped us design
Jurassic Park for Sega.



Imagine: You're walking
 through the jungle 130 million
 years ago. Be sure you don't
 step in this. It's a fossilized dinosaur
 droppings. Today, they can
 help scientists reveal clues to
 a dinosaur's diet and behavior.
 (You'll be glad to know, we've
 left these little land mines
 out of our *Jurassic Park*.)



YOU CAN BE DR. GRANT. You can choose to
 play Dr. Grant as he tries to escape the dinosaurs
 and treacherous jungles of *Jurassic Park*.



Bones that have turned to stone and ancient impressions in rocks. These are our best windows
 to the past. Fortunately, more and more of them are being discovered each year.

0,000 YEARS HIS GAME.



This is the team that designed
 and created *Jurassic Park* from
 Sega. Their task was to produce
 the best looking, most exciting
 dinosaur game possible. Next job.



Over the years, humans have developed legs,
 intelligence. We can think like no other species
 ever has. For years, it was thought that dinosaurs
 were dumb, pre-brained creatures. That may be wrong.
 We've learned recently that they actually engaged in
 different games and even cared for their young.
 Are they smart enough to beat you in
Jurassic Park from Sega?

Identifying
 fossils is difficult
 and time consuming.
 Finding a game in the store is
 too. For your reference, this is the game
 box to look for: *Jurassic Park* from Sega.

Just like in the
 movie. A dinosaur
 is a cunning
 and ferocious
 adversary. Remember:
 if you can't beat
 them, join them.
 In *Jurassic Park*
 from Sega, you
 can play the
 dinosaur.



THEY GET SMARTER AS YOU GET BETTER.
Jurassic Park from Sega was designed to include D.P.A.
 (Dynamic Play Adjustment.) So as your game skills get
 sharper, the dinosaurs become harder to outsmart.



Tea-sized brain?
 Maybe.
 Maybe not.



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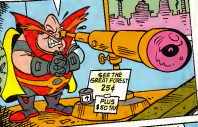


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COMIC FEATURE FROM
THE LAST ISSUE!

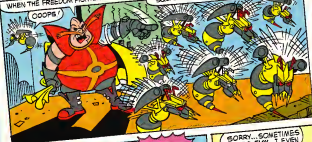
MEANWHILE...



WONDERFUL... EXCELLENT! THE KRUDZU HAS ALMOST
COMPLETELY ENSLAVED THE GREAT FOREST!



WHEN THE FREEDOM FIGHTERS EMERGE FROM THE FOREST, THEY'LL BE ATTACKED BY A
SQUADRON OF BUZZBOMBERS!



AND IF THEY STAY IN THE
WOODS, KRUDZU WILL SMOTHER
THEM! EITHER WAY, SONIC AND
HIS FRIENDS PERISH!
HOO HA HEE HEE HAA--



EEEEK!



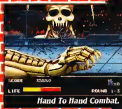
SORRY... SOMETIMES
I'M SO EVIL, I EVEN
SCARE MYSELF!



Continued on Page 192

YOU'VE GOT A REAL FIGHT ON YOUR HANDS.

Mazin Saga Mutant Fighter



**MAZIN SAGA, MUTANT FIGHTER PUTS FIGHTING
BACK WHERE IT BELONGS; IN THE STREETS!**

VIC TOKAI INC.

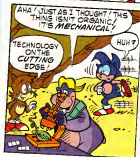
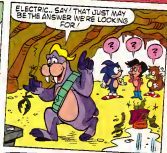
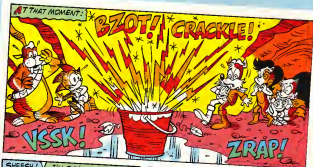
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GENESIS







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OKAY THEN... THIS WILL REQUIRE AN AMAZING FEAT OF SPEED AND SKILL... I'LL NEED A 5,000-FOOT GARDEN HOSE... THAT WON'T BE NECESSARY, SONIC!

WHAT? BUT I'M THE STAR! I HAVE TO SAVE THE DAY!

MOTHER NATURE'S GONNA DO IT FOR US... READ HIM THE WEATHER REPORT, TAILS!

CLOUDY WITH A 95.9% CHANCE OF SEVERE THUNDERSTORMS!

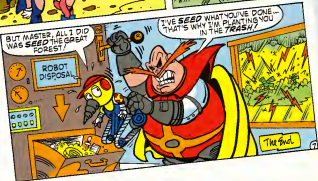


YOU MEAN... EXACTLY! ANY SECOND NOW, WE SHOULD HEAR THAT SWEET SOUND!



BUT MASTER, ALL I DID WAS SEED THE GREAT FOREST!

I'VE SEED WHAT YOU'VE DONE... THAT'S WHY I'M PLANTING YOU IN THE TRASH!



HEY DR. CRY! Get more of the BLUE BLUR by sending us your GREEN! Subscribe NOW for twelve monthly 32 page superhits issues—for a measly \$12.00! Send cash, check or credit card number with expiration date and signature (USA & MASTER-CARD ONLY). Get permission if it is not your card. Send for SONIC COMIC NO. 325 Fayette Avenue, Montanemck, NY 10853. For speaker services, call 1-814-381-2022! Allow four weeks for delivery. Sorry, no foreign orders.



IN THE CRUMBLING RUINS OF
A WORLD UNDER SIEGE,

MAN-MACHINE MEETS MACHINE-MAN

AS LEGENDARY GYBORGS CLASH
TO DECIDE THE FATE OF THE EARTH

COMING IN NOVEMBER



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Outback Joey from HeartBeat

Is it a video game that's good for you or an exercise program that's fun to use? You decide. Either way, *Outback Joey* from *HeartBeat* will give you a good workout, and let you have fun doing it.

The *HeartBeat* system consists of a specially modified Genesis and a master control module that plugs into one of the Genesis control ports. You need to provide the exercise bike, which you hook up to the control module. First, you slip the directional controls onto the handlebars. You will be using these to control your character's movements. Next, you attach the Res Counter to the wheel of the exercise bike, to keep track of your speed and distance. Finally, you clip the *Heart Monitor* onto one of your earlobes, and you're ready to start your journey.

Outback Joey, which is included with the *HeartBeat* system, is an adventure game with an Australian theme. You play the part of Joey, a young male kangaroo, on a quest to rescue his girlfriend Marilda from the evil clutches of Goolward Gustave McGullet. Needless to say, the greedy Gustave wants to turn Marilda into the bbq plate special in his restaurant. To rescue Marilda, you have to travel to four regions in the Australian outback, and seek the advice of the aboriginal elders you meet there.

While the object of the game is to rescue Marilda, the object of the exercise program is to keep your heart rate at the target level for the duration of the game. As you move Joey from one region to another (by pedaling and "steering" your exercise bike), you need to keep an eye on your actual heart rate to make sure it stays within the target range. If your heart rate falls outside that range, Joey becomes vulnerable to attack, jeopardizing your chance of finishing the game.



Continued on Page 106

MARVEL
COMICS

the AMAZING SPIDER-MAN™

WEAVES AN IRRESISTIBLE
WEB ON SEGA CD!



WIN
GREAT PRIZES!
Enter the Amazing
Spider-Man Scavenger
Hunt Contest.
See details inside game.

Introducing THE AMAZING SPIDER-MAN vs. THE KINGPIN ON SEGA CD.

- Swing through 65 levels of super heroic action vs. Doc. Ock, Mysterio and Venom.
- Rock to the original CD Music Soundtrack featuring a new hit from Eric Martin of Mr. Big.
- Amazing Animated Sequences.



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As you play *Outback Joy*, the HeartBeat Personal Trainer continually monitors and appropriately regulates your heart rate, coaching you to perform at your optimal training level. It also records and scores all past exercise sessions, providing you with an accurate gauge of your fitness progress. If you want,

you can access your workout history after each session.

Outback Joy is the first in a series of games that will work with the HeartBeat system. Other games being considered for development are *Outworld 2375 AD* and *NHLPA Hockey '93*. While *Outworld 2375 AD* enters you in a thrilling outer-space race for your freedom, *NHLPA Hockey '93* puts you into heart-pumping game play designed around the actual rules of the National Hockey League. One thing

is certain — whichever game you choose, you'll put your heart into it.

Deluxe Carry-All

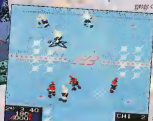
The Deluxe Carry-All keeps Game Gear gamers on the go. The main compartment has specialized slots for the Game Gear, Rechargeable Battery Pack, Super Wide Gear, Car Adaptor and TV Tuner. It also has elasticized holders for up to 12 game cartridges. You'll find a front pocket and zippered back compartment to hold manuals and other small items. It has a grip handle and comes with a detachable shoulder strap.

Holster Case

Here's a compact way to take your Game Gear anywhere. This padded Holster case holds a combination of all the basics — your Game Gear, rechargeable battery pack, AC adaptor, batteries and up to six game cartridges. Gamers on the move will find it rugged and lightweight, and has a comfortable shoulder strap.

6-Button Memo

Sega's 6-Button Arcade Stick should be available in stores this Fall. Soon arcade-quality action will be yours at home.



...and NHLPA Hockey '93 are coming for the HeartBeat system.



Outworld 2375 AD



Game Gear Holster Case

ROBOCOP 3

FIRST TIME ON
GENESIS™ &
GAMEGEAR™!



**MOTOR CITY
SHOWDOWN!**



**TEAM-UP WITH
ROBOCOP'S ULTIMATE
ADVERSARY...
THE MIGHTY OTOUS!**



**BLAST OCP'S
FLYING DROIDS.**

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMOI!

Relive all the action of the blockbuster film, as you face a battalion of enemies!

GENESIS

GAME GEAR

PLAYING
EDGE

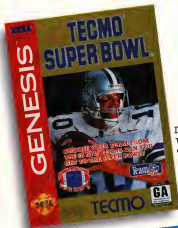
SEGA



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GO FOR

IT!



NEW FEATURES

DIVE OVER THE TOP.
WEATHER SELECTION.
TOUCHBACK.
DEFENSIVE PLAYER
ALSO AVAILABLE AS A
RECEIVER.
UPDATED ROSTER.

In November of 1991, Tecmo launched the original Tecmo Super Bowl. The demand for Tecmo Super Bowl was so great that most stores sold completely out of stock within a very short time. We strongly suggest you contact your local game retailer and reserve your copy now.



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COMING NEXT!

TECMO®
SPORTS™



TECMO® SUPER NBA BASKETBALL™



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16
Bit
SPORTS™

ECCO THE DOLPHIN™



To activate the time sequence
Ecco must learn a special song.
Consult the Information Glyph.



The Killer Whale and other sea
creatures will help you during your
journey. Seek out the rejuvenating
powers of the Shelled Ones.



The Asterisk knows mysterious,
ancient secrets. Sing to him and
unlock important powers.



From very closely past the
Octopus. He attacks when
he senses movement.



WELCO
METOT
HENEX
TLEVEL



Call to the Pteranodon. Only he can help you over these rugged cliffs.



Ecco needs you to help him find his family and restore peace and tranquility to the ocean. Navigate through 12 mysterious levels. Fight sharks, octopi, and other treacherous creatures. Travel through time and enlist the help of an airborne dinosaur. Find the secrets that lay deep beneath the sea.



SPORTS Playbook

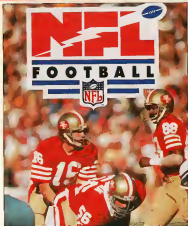


NFL Football '94 Starring Joe Montana

Real NFL action has never been bigger or better than in NFL Football '94 Starring Joe Montana from Sega Sports for the Genesis. Joe is a K.C. Chief this year and is wearing his new colors in this can't-miss NFL Football '94 features 900+ actual players from the NFL/ABA, like Troy Aikman, Emmitt Smith, Jerry Rice and Reggie White. You get all 28 real NFL teams and an all-new "Behind-the-Quarterback View" that brings you a fantasy from-the-field perspective. Based on the best-selling NFL '93, NFL '94 weighs in at a big 16 meg, has six different field views and includes a juiced-up offense this year with easier passing controls. New features for '94 are—

HOT HINTS

- ✓ Change your field view by hitting Pause and choosing Field View.
- ✓ Call Audibles while at the line of scrimmage by tapping Button B.
- ✓ Use your halftime backup to save your stats and standings for a continuing season.
- ✓ Take your team all the way to the Super Bowl after playing a full regular and post-season schedule.
- ✓ To add variety change your field and weather conditions.
- ✓ Look carefully at your Drive Summary screen to see what has had the most effect against your opponent — be it computer or human.



"Speed Busses" to turn the corner on sweeps or outrun a defender, screen passes and terrific end-zone celebrations. A faster, all-new Sports Talk play-by-play brings you all the furious play and the new six-button pad compatibility gives you more control than ever before. Come down to the gridiron and deliver some heat!



The Play Chevron screen will let you choose your play in secret.



The overall options are on this Game Select screen.



A field goal attempt is a great chance at a few points!



Keep track of your game stats and learn your shortcomings for future practice.



The Drive Summary is a great tool to use to check certain types of plays and their effectiveness.



The kickoff should be first on your list of things to learn to do well.



A touchdown pass is always called for.



Hey — first and goal already??



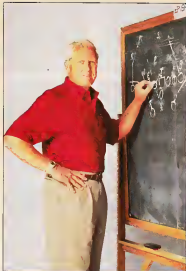
It's up...it's good!



Punting can be cool-looking, but don't hesitate to hand off the ball. Mix it up.



There is a new formation screen in the area where you make your play choices.



Bill Walsh College Football

Football Hall of Famer Bill Walsh lends his name and expertise to Bill Walsh College Football from E.A. Sports for the Genesis. Walsh, current Stanford University coach and former San Francisco 49ers coach, was actively involved in this great new college football title from the

onset. He did all his own scouting reports on last year's top 24 teams. You get to play with or against 48 of the hottest teams in college football...or see how you stack up against classic teams like Alabama '78 and South Bend '88. A new low-perspective, on-field view puts you right in the middle of the gridiron action. Stadium cams and on-field animations add bone-jarring realism.

HOT HINTS

- ✓ Customize your own abilities and play-call modes for more control.
- ✓ Use the Instant and Reverse-Reply to see all the action again.
- ✓ Change the weather conditions to add variety to the game.
- ✓ Listen to the Walsh Report to get a fix on your team's talents and weaknesses.
- ✓ Set yourself on Manual Crutch mode to add more difficulty.
- ✓ Settle old scores with the All-Time Playoffs.



Choose your play in secret and your opponent will do the same.



The Team Match-Up screen will help you to determine teams in the All-Time Playoffs.



On a pass you can choose windows A, B or C and go for a bomb.



Touchdowns are the name of the game.



The top left window has different things happening at each down.



Choose all your major options from this screen.



World Series Baseball

The Great American Pastime comes to the Game Gear in *World Series Baseball* from Sega. A sequel to last year's hit *The Major League Baseball*, this game comes chock-full of digitized sounds, all 28 Major League Baseball teams, 700 Major League players and a full 162-game season. Play against the computer or Game Gear with a bud. Hit the diamond with a true dream-team in the All-Star game or take the long road all the way to the World Series. *World Series Baseball* will surprise you with its vast content. *World Series Baseball* is all that a baseball fan could want.



When you're pitching, the catcher adjusts his position every time you throw. Don't give away your next pitch by moving too much. Try moving the ball more than the pitcher.

HOT HINTS

- ✓ Take the pitcher with the lowest E.R.A. at the start of the game.
- ✓ The real stats for last year's teams and players are used.
- ✓ When playing the computer, swing at most of the pitches. The computer throws very low balls.
- ✓ You can move the ball after it's thrown for some very tough curves.
- ✓ Each type of ball gives the ball a different bounce and speed.
- ✓ Pausing and hitting Button 2 will bring in a Pinch Hitter for clutch situations.
- ✓ Keep track of your pitcher's Strength Meter bar. Go to your bullpen when he's running low.



The pennant choice screen.



He's out!



Hey, look! Bases Loaded!



Play ball



Find the strike zone and break the speed limit!



Select from three types of stadiums at the start.



The words "home run" are music to a batter's ears.



This is the screen you see after hitting the batter or throwing a base-on-balls. Avoid it.



When you are batting, try to stay as much of this outfield area as possible!



The scoreboard comes up at the bottom and the top of each inning.



Wimbledon™ Tennis

Grab three friends, your racquet and tennis balls, and get set to hit the courts — Wimbledon™ Tennis from Sega is here. Wimbledon Tennis is one of the many new titles available for the Genesis that uses the new Team Player chip for four-player mode.

Wimbledon Tennis lets you serve, volley and trade strokes or rally with the game's best. You build your own player and take him or her up through the ranks, choosing to play singles or doubles on lawn, clay and hard courts. Work your way up through the finals of the lawn action at legendary Wimbledon, the All England Lawn Tennis and Croquet Club. Wimbledon Tennis is a real tennis-lover's genre game.

HOT HINTS

- ✓ Learn to play on grass first as the Tournament at Wimbledon is all lawn play and the ball speed and bounciness are slicker on grass.
- ✓ At the outset, play exhibition matches. Choose a player instead of customizing your own, move your levels up and play against an opponent with lesser ability.
- ✓ Write passwords down between levels even if you are going to continue play. This way if you lose, you can restart at the point where you lost.
- ✓ Work on your backhand and cross-court volley. These will make you a winner.
- ✓ If you choose semi-auto player control (instead of manual), the computer will make sure that you don't swing too early. Use this option when beginning.



If you are leading, check out the Score screen and ghost. If you are losing — lay a lob and it will go away.



Even if you don't know how to keep score, you can figure out who won.



Yes, you've made it to the Quarters at Wimbledon. Bow to the Royal Box.



This is the Lorenz-Display. Novice players will find it useful.



There are some really useful options here. Try them.



Learn the service side of your game first and increase your first-serve percentage.



You never have to remove your own ball at Wimbledon.



Player Selection and Naming is an easy menu choice. You can enter your own name and once you have a player with good stats, save your password.



Mix up your returns with a backhand to put a different spin on the ball. The B-button controls the racquet's direction and followthrough.



If you choose Dynamic Ball Striking, the ball will change size depending on height and distance from you.



When you see your opponent, this screen appears. To get an ace, hit the ball hard (Button C) and put it deep in the corner.



N.H.L. Hockey '94

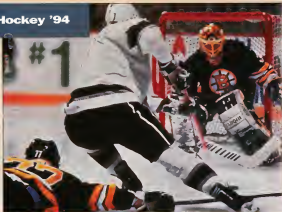
The game of hockey has never looked better than in N.H.L. Hockey '94 from E.A. Sports. N.H.L. Hockey '94 follows on the heels of one of the hottest-selling sports games of all time and does no predecessor one better. N.H.L. Hockey '94 adds lots of new animations, manual- or auto-reminder control, expansion teams, logos of all the real NHL teams and bat- , very-true for stats, stats, stats. Get ready to hit the ice. It's always a great day for hockey with N.H.L. Hockey '94.



This One-Timer is a great game winner!

HOT HINTS

- ✓ Put the faster player on the face-offs. To win the draw, hit Button B as soon as you see the Ref start his motion.
- ✓ The new One-Timer beats goalies about once every two tries. Learn it and use it. When you get good, try the One-Timer off the boards.
- ✓ Even if your goalie is set for manual play, you can decide not to play particular shots. Just don't press Button B to take control.
- ✓ Practice your goaltending with the new Shoot-Out mode.
- ✓ The computer netminders are tough when you're in close. Stay out of the crease.
- ✓ When you see a rebound off the goalie, try to get another player to take the second shot.
- ✓ Try not to take control of your forecheckers. The computer forecheckers like a champ for you.
- ✓ On a breakaway, pull up and wait, then do a One-Timer. This scores more than a slapshot.
- ✓ Shoot on the net constantly. Hockey is a numbers game. The more shots on goal, the more goals that you'll score.



GAME STATISTICS

Team	Shooting %	PP %
1. LA	100%	100%
2. NY	100%	100%
3. NY	100%	100%
4. NY	100%	100%
5. NY	100%	100%
6. NY	100%	100%
7. NY	100%	100%
8. NY	100%	100%
9. NY	100%	100%
10. NY	100%	100%

The stats can be very helpful. They tell you what areas need more concentration. Keep track of your shot percentage and your pass-completion percentage.

NAME ENTRY

Player	Position	Team
1. LA	Goalie	LA
2. NY	Goalie	NY
3. NY	Goalie	NY
4. NY	Goalie	NY
5. NY	Goalie	NY
6. NY	Goalie	NY
7. NY	Goalie	NY
8. NY	Goalie	NY
9. NY	Goalie	NY
10. NY	Goalie	NY

The new battery-save Your Records keeps track of wins/losses for up to six teams or individuals.

TEAM ROSTER

Player	Position	Team
1. LA	Goalie	LA
2. NY	Goalie	NY
3. NY	Goalie	NY
4. NY	Goalie	NY
5. NY	Goalie	NY
6. NY	Goalie	NY
7. NY	Goalie	NY
8. NY	Goalie	NY
9. NY	Goalie	NY
10. NY	Goalie	NY

Pre-game, check out the player characteristics on the team roster if you aren't familiar with a team.



Practice shot placements like the lay-shoot and live-hole to score more goals during actual play.



The new Reverse-Angle Instant Replay feature gives you the chance to see the stuff you missed...and a great opportunity to shoot at the other team.



Watch the Match-Ups screen all the start of the game. Players can now be Cold or Hot randomly. This even brings up.



You can control your goalie all the way out to the Blue Line when he has the puck.



When manually netminding, use the kick-saves for the low shots.



Use the new Shootout mode to practice both shots on goal and goaltending.



Boxing Legends of the Ring

Take a boxing trip back in time with *Boxing Legends of the Ring* from Electro Brain for the Genesis. Join middleweight legends Sugar Ray Leonard, Tommy Hearns, Rocky Graziano, Marvelous Marvin Hagler, James "Buster" Robinson, Jake LaMotta and Sugar Ray Robinson in the ring. This one- or two-player game gives you the chance to sound 'em and pound 'em. These fighters are legendary. Do you think you've got what it takes to enter their ring? Jump through the ropes, lurch up

your shorts and hope that you don't spend a ton of time face-down on the canvas.



This white frame around your opponent's picture in the corner tells you he'll go to the canvas soon if you knock it up. This is a good time to try your Super Punch.



This is the ticket. Like the program for the evening.



Timber! Be aware that they often get up and come back mad.



You can tell just how much your opponent played the right hook. Do it again.



The closer perspective lets you see your foe close up and personal.



The object of the game. Knock him out.

HOT HINTS

- ✓ Start by playing in the Exhibition mode. Consider it the enemy mode. The boxes don't try as hard and the stats don't count at all. This is a good place to learn the art of footwork.
- ✓ For those of you with an armchair attitude — choose zero fighters then watch a bout. This is a nice way to study the competition and try to work up some strategies.
- ✓ To play and be able to restart with a password, choose the Career mode.
- ✓ When creating a new boxer, you'll need to decide where you did your training. The options are Street, Military and Olympic.
- ✓ Try playing in the Blackout mode. This feature has your boxer's vision become hazy and blacked-out when permitted. The Blackout mode only works in one-player games. Not provides ultimate realism.
- ✓ Use your Super Punch only when the opponent's face screen up in the corner becomes white (he's on the verge).



One of the two perspective choices — the farther perspective lets you see more of the two fighters.



A left jab to the face is a nice way to let your opponent know you are in the ring.



This is your stats sequence between rounds. RTA tells you who's ahead and by what score.

Capcom's Street Fighter II™:
Special Champion Edition
Ryu takes a bite out of
Sagat when you use his
Dragon Punch.



Greatest Heavyweights
This round is over
when you left jab the
big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You
didn't.

figured it out. Your opponent
He's sitting over there moving his

SEGA

thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L

VIZKIDZ!

We love it that you love it... VizKidz, that is! First time out the chute and we've already got letters, pictures and ideas coming in so fast we had to buy an electric letter opener to handle all the mail! Keep your letters coming, and we'll have to buy two

We heard about two new Genesis games that looked so cool we decided to feature them in this issue. Check out **McDonald's Treasure Land Adventure** and **Fun 'N' Games**, then let us know what

you think. We've also included hot hints for two great games for younger gamers. If you've got a kid brother or sister, help them through **The Great Waldo Search** and **Thomas the Tank Engine and Friends** for better yet, get your mom to help out so she can find out

how much fun video games really are!

Look for more cool codes, passwords and hot hints for games like **X-Men** in future issues. Tell us what games you need help with and we'll get our game experts on it! VizKidz! wanna know!

Genesis

McDonald's

Treasure Land Adventure

Sure, he's a magical clown, but what kind of a video game hero is he? He's terrific! In a game that is as big and bright as the Golden Arches®, Ronald McDonald® proves he can whip up a magical adventure with the best of them in **McDonald's Treasure Land Adventure** from Sega.

To win this game, you've got to be able to grab and swing with Ronald's Scarf. But using it is tricky! Practice Ronald's Scarf move until you can do it without a thought. Then practice it again. This game has three difficulty levels, so go easy on yourself until you get the patterns of the bad guys and the bosses figured out. Ronald would want you to have a good time playing this fun game.

HOT HINTS

Look above you all the time for Hooks you can climb to higher platforms. They usually lead to areas packed with goodies.

Some of the bad guys turn into bonus items after you've zapped them. It's worth waiting around to find out. Check out the lower levels for hidden bonus areas.

Magical Forest



In the Magical Forest, climb to the top platforms, then head left to pick up bonus items.



To keep climbing higher, zap all the bad guys, then look for the Hooks at the far right or left of the screen. Keep climbing!



Time your leaps so you don't run into anybody you weren't expecting.



This little guy's shell protects him from your magic. Wait until he comes out to zap him.



There's more than a silver lining to this cloud. Wait until the clouds part, then jump up to pet the Pusscat power-up.



Rich a ride with this friendly green frog.



The water will safely take you to higher platforms.



Take this pepper for all you can. Move from side to side to snap bonuses.



Go down to the lower level, then head left and pick up all the bonuses you can before you attempt to cross the water. Duck when the dragon breathes fire at you, then zap him lost.



Go quickly across the water until you come to the Safety Zone.

Scarf It Up!

The Scarf does more than keep your neck warm. It also helps you reach high places and jump from Hook to Hook when there are no platforms available. Wrap this move up tight!



To use the Scarf, stand under a Hook, then press and hold Button A until the Scarf attaches to the Hook. Release Button A and you spring upward.



Jump from Hook to Hook when no platforms are available. While holding onto a Hook, press Button A to jump for the next Hook, the O-Purton Toward and Button A to grab onto the Hook mid-air. Get your timing right...it's a long way down.



Fun 'N' Games from Tradewest is like eight games and activities jam-packed into one video game! You can paint in a coloring book, draw your own pictures, kick back and listen to some tunes or write and play your own songs, play one of the four mini vidgames, or... You know, we could talk all day about the tons of cool things you can do with **Fun 'N' Games**, but part of the fun is discovering the tons of hidden features. We'll show you what we mean. After all, a picture is worth a thousand words. But first we need to let you know that you can play **Fun 'N' Games** with either the Sega Mouse or your standard Genesis controller. 'Nuf said.

5 Zones of Big-Time Fun!

Magic Picture Machine



This game has more stamps than the Post Office. To stick 'em wherever you want, just select the stamp icon, move the cursor to your picture, then press Petion A.



Choose a picture from the dozens available in the color box icons, or draw a picture of your own.

Stylin' Stuff



Can't think of a thing to wear? The closet in the **Stylin' Stuff** has zone is limitless. Mix and match...or mis-match...clothes, bodies, legs, shoes, hair. You got the picture.

Mix 'N' Match



What will you think up next? Create an alien limited only by your imagination.

Magic Music Box



Ward to just kick back and listen to some tunes? The Magic Music Box lets you choose from dozens of well-known songs. Press Button A to select the song you want from the bottom row of icons, then press the Play button (the first yellow arrow on the top row).



Tired of listening to the same old songs? Write your own, *Southwest*! Or you can insert wacky, crazy sound-effects to spruce up an old favorite! Choose an instrument and the tempo, then place the notes on the staff or pick out a tune using the keyboard. Hit Play, then sit back and enjoy.

Mini Video Games



Mouse Maze is fast-paced fun. Collect the cheese slices before the hungry cats get you. The dog bones let you turn the tables on the cats. You become a dog in hot pursuit...but only temporarily.



Zap encoding asteroids and space aliens in Space Lazer.



You need fast reflexes to win at *Whack A Clown*... especially since some of the hands that pop up aren't clowns.



If you need to perfect your free-throw average, try *Basketball Jones*.



The Great Waldo Search

Search no further for the perfect video game for your kid brother or sister—*The Great Waldo Search* is it! This is a two-player game made for gamers-in-training and Waldo fans everywhere. Including Mom or Dad hangin' tight on the second controller. *The Great Waldo Search* is as much fun as the popular Waldo books. Plus, it's interactive, which is a look for kids. You get a round of applause when you find bonus items, a hearty

"There's Waldo!" when you find the trusty traveller, and happy barks from Waldo when he earns dog biscuits.

The object is simple and fun: You have to find Waldo, the scrolls, bonus items like clocks and points, and even Waldo in five different lands in the Realms of Enchantment. Find Waldo and you get to steer him on a magic carpet ride across a sky dotted with dog biscuits.

HOT HINTS

Press Button B to move the magnifying glass really fast.

Every time you press Button A, you lose time on the clock.



Find the clocks in each land and you earn more time.



Where's Waldo? You're not done until you find Waldo, of course!



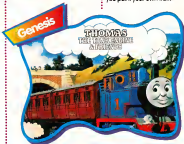
Find Waldo's faithful friend Waldo and you get to steer him on a magic carpet ride across a sky dotted with dog biscuits.



Give yourself plenty of time to locate the hard-to-find scroll. Pick up all the clocks you can for extra time.

Thomas the Tank Engine & Friends

Thomas the Tank Engine from the popular children's show *Shining Time Station* chugs across your TV by way of the Genesis in a fun-filled game from THQ, Inc. *Thomas the Tank Engine and Friends* is made for the kindergarten crowd and young school-age kids. It stars Thomas, his trainyard troupe and cheery Sir Topham Hatt in a three-part game with a Game mode, The Race mode and Explore mode. Plus Thomas has a cool paint program that lets you paint your own train!



HOT HINTS

In Game mode, pick up the cars you need when you see them. You can rearrange the order later.

The blue balloons speed you up. Pay away!

If you forget what you're looking for and where to take the cars during Game mode, press Button C. The reminder screen with pictures and text will assist you.



In Game mode, Sir Topham Hatt tells you the cars in the list, the order to put them in and the station to take them to. The games become more challenging after you complete each task.



Don't lose purple balloons! They'll slow you down for a while. Slow down when you approach one, then let it move off the track so you can zip past.



Go ahead! Paint Thomas and his friends outrageous colors in the Paint program. Choose among five different pictures.



Deliver to the other track when you see dirt on the track ahead. Conductors and other trains crossing the track will also cause you to stop, lasting time during a race.



Home Alone 2: Lost in New York™

He's b-a-c-k-k-k-k! And New York will never be the same. Kevin, the kid who made the words "Home Alone" sound terrifying to the bad guys, returns in his second Genesis adventure. It promises to be as much fun as the blockbuster movie **Home Alone 2: Lost in New York** puts every kid where he wants to be: in control!



The airport terminal is a great place to practice Kevin's slick slide move.



Use your kid-smarts to outwit the airport crowd.

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We Love The
Attention!
Sega Visions
VidKid!
P.O. Box 3899
Redwood City, CA 94064

CHECK IT OUT!



Starting Your Christmas List Early?

If you are, you should add **Disney's Beauty and the Beast** two-game "Family Edition" to your list. This two-game set from Sunsoft includes "His and hers" games that everybody in the family will enjoy. **Bele's Quest** lets you play as the brainy, brave Belle. **Roar of the Beast** puts you in the Beast's shoes in an all-new adventure. Both games are based on the classic story as

told in the Disney movie, though each has different game play and a different ending. We think you should play both and have twice as much fun!

Disney's Beauty and the Beast is due out in time for Christmas. We predict the set is gonna be so hot, you'll have to wear gloves to pull 'em in your Genesis... so ask for gloves, too, if you don't already have some.

What Could Possibly Go Wrong?

It's Thanksgiving weekend, your first big holiday since the school year started. You're settling down to watch the "Kid's Day Off" three-hour TV marathon. Mom's cooking turkey and Dad's watching football. What could possibly go wrong? You think Everything, if you're Bubby Bobcat, the latest video-game character to star in an animated television special. "What Could Possibly Go Wrong?" is the name of

Bubby's half-hour special which will air in syndicated markets during the "Kid's Day Off" block of shows of Thanksgiving. Bubby's misadventures start when he puts

on a Virgil Reality helmet (named after its inventor, Professor Virgil Reality), which makes his thoughts become reality. We won't give away all the good stuff, but plan to scale the heights and depths of a bobcat's wild imagination.



CHECK IT OUT!

VizKidz! Wanna Know

Dear VizKidz!

I've had my Sega Genesis for almost a year. I got my first Sega Visions in January. I like how you answer questions from kids in the United States. I like it where you give new reviews and sneak peeks on new games, but I really want to know about this new person Aero the Acro-bat. How does he act? Is he like Sonic the Hedgehog and does he have a mission?

A.P., Kings Mountain, NC

You know, we answer questions from kids all over the world 'cause that's how wide our readership

goes (haven't had any letters from outta the world yet). About this Aero the Acro-bat character, we think Aero's got his act together as you can tell if you check out the two-page "Just Review It!" we did on Aero's circus exploits. He's fast, but because he's a bat, he does different things than Sonic. By the way, we found out he's a domestic bat, but he'll probably have international appeal, too.

Dear VizKidz!

I think your Sonic the Hedgehog games are great! They have the coolest graphics I've seen on any system. I'd like to know, are you going to make any more Sonic or Tails games?

N.H., no address

We aim to please! Two all-new Sonic games are featured in this issue for all you gamers caught up in Sonic-mania (and who isn't?). Sonic Spinball for the Genesis puts the Blue Streak inside different pinball tables—as the bouncing blue ball, of course! Read up on it in the "Games Features" (Genesis) section. Then flip to the "Sneak Peek!" (Game Gear) section to check out Sonic Chaos on the Game Gear. Our game developers have their Red Sneakers on and are working like a blue streak on Sonic 3, the next great title!

Sonic Sidewalk Art



Mischa Kaviok, Age 9,
Pale Alto, CA

Red Envelope Art



Katalla Hernandez



Lexi and Teri Gross,
Washingtonville, NY



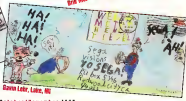
Jacob Sashua, Melrose, NJ



Bria McPherson, Manhattan Beach, CA



Christina Lanza, Redford TX



Garin Lehr, Lake, NJ

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TOTALLY SONIC

WHERE SONIC THE HEDGEHOG FANS CAN CHECK OUT THE LATEST AND GREATEST SUPER SONIC GEAR

His basement... with more goodies. If you're looking for something Sonic, this is the place for you. Whether you want a birthday gift for a favorite friend or just a little Sonic for yourself, this is the place to see what's new. Sonic has quite a collection this time — from all kinds of great books to a cool road-racing set. And don't miss Sonic's T-shirts and hats — perfect for the new school year (they may even add some speed to those homework assignments). More good news! Some of these Sonic goodies are available now! See page 127 for products you can order direct.



Hats Off to Sonic!

Hats off to Sonic! Available in five different colors, these 100% cotton twill hats fit heads of all sizes.

Available for the holidays in all major mass merchants and children's boutiques.



Sonic T-Shirts

With Sonic on your shirt you'll always be in style. And when you're wearing a comfortable Sonic T-Shirt, you're bound to do everything faster.

Now available in specialty and retail stores. (Also see page 127.)





Read All About It!

Ever wonder where Sonic got those radical red sneakers? Or how Robotnik came to rule the planet? Who is Sally and how did Sonic meet her? Curious? Then fasten your seat belts and let the adventure begin with this 64-page digest-size book starting — you guessed it — Sonic.

Available now wherever books are sold.



Comics! Comics! Comics!

If you like receiving monthly mail and you like reading comics, then check out this Sonic series. With every issue you can read about Sonic and his band of freedom fighters in

their quest to free their friends and rid Mobius of Robotnik. This comic book is zipping off the stands at Sonic-like speeds!

Available at comic shops and newsstands everywhere or subscribe now by calling (814) 381-2822. (Check with your parents before you call!)



Art for Your Walls

If you need something bright and Sonic for your bedroom wall, how about a new poster? This one features Sonic, Tails and what's-his-name.

Available at mass merchants and other major retailers. (Also see page 127.)

Super Sonic Race Set

If you're a Sonic fan, it goes without saying that you like high speeds. That need for speed will likely be satisfied with this figure-eight race course. So you think you've got what it takes to race Sonic? How about Tails? Give it a go with these radical, turbo-charged speedsters.

Available for the holidays at toy stores. (Also see page 127.)



Electronic-Game Books

You'll need luck and strategy to help Sonic save planet Mobius and rescue his friends from of egghead himself in these all-new exciting electronic-game book adventures. Batteries and a swirl cup marker are included.

Available late October in all major toy and book stores.



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SEGA VISIONARIES

READERS SHARE HINTS, TIPS & TOP SCORES

Here it is — your section — exactly what you're telling us about your favorite games, hottest tips, codes, hints and best scores. If you have something cool you'd like to share with other Visionaries, send it to us. It's your section and your chance to "show and tell" other Visionaries. Remember, all readers mentioned in the Sega Visionaries pages get a FREE exclusive-not-available-in-any-shore Sega Visionary T-shirt. You could get your name in print, look great in a new T-shirt and be famous!

Sonic Sightings Update

The other night the strangest thing happened. It was a dark clear night when the staff at SV was leaving the office. As we walked to our cars, the Editor suddenly pointed to the sky and shouted, "It's Sonic!" Sure enough, there's a new constellation of stars in the exact shape of Sonic.

Sighted recently in
San Mateo, CA.

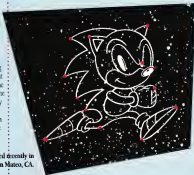
Top Scores

Just a reminder — we can't use your entry if you don't include a clear photograph of your top score. Please print your name, age, address, the name of the game and the score either on the back of

the photo or on a separate piece of paper. As a matter of fact, whichever Sega Visions contest you enter, it's always a good idea to print your name, age and address on the back of your entry.

Visionary Congrats to the Following Top Scorers:

Cool Spot (Genesis)	291,030	Mike Sedano, Old Bridge, NJ
Sonic 2 (Genesis)	3,399,630	Jordan D. Jones, Kansas City, MO
Tazmaniac (Genesis)	12,122,120	Stephen Kragman, Boca Raton, FL
Sever Shark (Genesis)	3,541,389	Peter Semanick, Alpha, NJ



Guest Artist

Sega Visionary-homeschooled Guest Artist Patrick Medham is interning here at Sega. His summer projects include work on Sonic Spinball and Jester (not a bad way to spend a summer). His awesome artwork is highlighted on the following page for Kristy's Fun House, X-Men, and Fatal Fury. Pat hopes to be a game designer some day, and after seeing his artwork, he has our vote.

Lotus Turbo Challenge Genesis

Here is a great code to skip levels

- Level 2 SLEEPERS
- Level 3 HERBERT
- Level 4 BUSINESS
- Level 5 APPLEPIE
- Level 6 STANDISH
- Level 7 MALLOW
- Level 8 TEACUP

Aaron Steward, Hot Sulphur Springs, CO

Have you seen
Sonic lately? Send
us your sightings!



Krusty's Fun House Game Gear

Cynthia A. Bonamonti, North Bergen, NJ

Here are some codes I found:

- Level 2 SEIMA
- Level 3 SCRATCHY
- Level 4 SKINNER
- Level 5 GREENING

Time Gal Sega CD

Here are some helpful codes for Time Gal for the Sega CD. When the title screen appears, press Start and go to the Options screen. Then select Visual mode and enter the following codes to watch the stage and/or consequences should you make the wrong move:

Stage (Time Era)	Code
70,000,000 BC	BMC2XWRL
65,000,000 BC	GJRPQVKS
30,000 BC	THMZCYFD
1600 BC	RYPGSKDK
44 BC	FTGHDQPW
500 AD	VSLCZKTJ
999 AD	CYVZPBMG
1588 AD	DRXHTLOJ
1941 AD	WEMRJVH (World War II)
1991 AD	SHKXGJWF (Desert Storm)
2001 AD	XPTMCSHD
2010 AD	ZVYLGQJ
3001 AD	QWCDHRKT
3999 AD	PLQTMXY
4000 AD	LKDWSYF
4001 AD	KVGPRZCW (Final Stage)

Chris McDermott, Philadelphia, PA



X-Men Genesis

After you beat Mojo in Mojo's arena, you have to proceed to the right, jumping from platform to platform. Watch out for the Cylinders of Flames as you are doing so. After you get all the way through, go up. Proceed right again and you will see a computer term like the one you saw after you beat Apocalypse. Punch the computer and Professor X will come out and tell you to press Reset. Listen to him. After you press Reset, you will see a bunch of zeros

and ones on the screen. Then the introduction to the next level will appear.

Stephen Wigmore, Quincy, MA

In the upper right corner of the Danger Room there is a box with zeros on it. Smash it and your time limit in the Danger Room will go from 30 seconds to 1 minute and 30 seconds.

Matt Bacco, Livermore, CA



Fatal Fury Genesis

Here is a tip to get unlimited continues. After losing, the Continue screen will come up with the number of credits shown on the left-hand corner. Hold Up on the control pad and press A, B and C simultaneously. Let up on A,

B and C, then press them again. Each time you do this your credit will go up by one. You can do this every time you lose your matches.

Claver Drawes, New York, NY

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1100	Altered Beast	\$14.95
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1304	Buster Douglas Boxing	\$2.50
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1310	Shining in the Darkness	\$2.50
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1302	Sword of Vermilion	\$2.50
1032	Tao Master	\$2.50
1026	Tookem & Bart	\$2.50
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3307	Putt & Putter	\$2.50
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2516	Solitaire Poker	\$2.50
2304	Super Monaco	\$2.50
2285	Woody Pop	\$2.50

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1004	Q & A Hit Book	\$2.95

This Month's Hot Products

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1607	Cleaning System	\$8.85
1657	Mega Fire Control Pad	\$25.85

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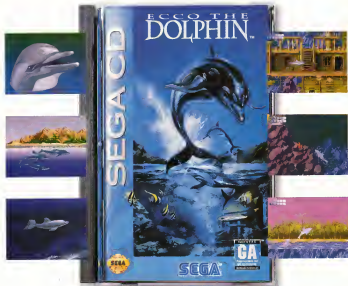
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AND THE BEAST
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BREAK THE SPELL

You'll need all of Belle's charm and wit to save her father, imprisoned by the hideous Beast. But to reach him you must first outsmart persistent Gaston. Then journey astride your faithful steed Phillipe, to a thick, black forest maze of wild animals and hidden traps to reach the enchanted castle on the other side. Search carefully for the castle's hidden secrets. Find them all to break the spell and return the Beast to his human form.



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